SNEAK PREVIEW! SEGA'S NEW 6-BUTTON CONTROLLER & TOP SECRET ACTIVATOR!

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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THE ARCADE GAME™

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SHINOBI 3
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STREETS OF RAGE 2

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Volume 4, Number 1

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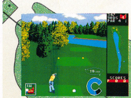
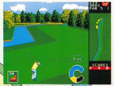
WORLD CLASS

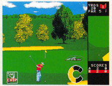
LEADERBOARD™ GOLF



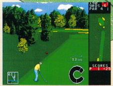
12 different types of scoring and competition for one to four players. Includes "Best Ball," "Skins" and "Texas Scramble."



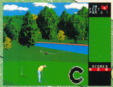
"Looks like he hit the tree Jim!" Digitized voice and sound effects on all the holes.



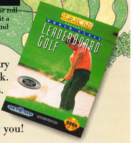
Near the green use the special "Chip" and "Punch" shot options to improve your accuracy.



Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.



Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.



Tee it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action...This bub's for you!

Available for Sega™ Genesis™

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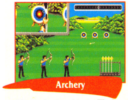
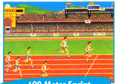
OLYMPIC GOLD



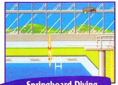
Archery

A lot harder than it looks. Wind speed and how far you pull back the bow combine to affect the arrows' flight.



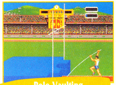
100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



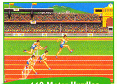
Springboard Diving

Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.



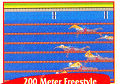
Pole Vaulting

The hardest event. Plant the pole and time your release to clear the World Record heights.



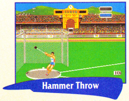
110 Meter Hurdles

Timing of your jumps is as important as speed if you hope to medal in this event.



200 Meter Freestyle Swimming

Bang those turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



Hammer Throw

Trajectory, speed, angle of descent, you get the idea.

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Barcelona 1992. It's the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or beat up to three friends. Hey, you got to be tough. The world is your stage in this one.

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MEGA PLAY

The All-Sega™ Magazine

February, 1993
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PRESS START

1993...WHAT'S NEXT SEGA?

It has been a very good year for Sega! According to their latest numbers, Sega sold over 4.5 million Genesis systems in the U.S. last year! That is almost triple what it was just one year ago! The sales of the mega-hot Sonic 2 cart are well into the seven digit range, and, any time anybody can sell two hundred thousand CD peripherals in 48 hours, they have to know what they are doing. Not bad, Sega!

But that was 1992. What's next? The Consumer Electronics Show next week will give us our first chance to try out the products we will be playing later this year but from what Sega has told us so far, 1993 promises to be quite exciting.

The peripheral that will get every Genesis player's heart pounding is Sega's new 6 button controller. It's nothing special, just the same old controller with 6 buttons instead of three. But what is exciting is what it suggests - Street Fighter 2.

Sega's new Activator controller sounds interesting, and people at Sega are really hyped on this peripheral, but an infra-red three dimensional power pad? Hopefully Sega will have some good software to go with this unusual device.

The mouse is a much needed peripheral, especially now that more games like the 'make your own music videos' are using on-screen icons. The point-and-click ability of the mouse makes a lot more sense than having to use the controller.

On the game side, Sonic CD looks to be really hot. From the pictures that we were able to get, Sonic (without Tails) is off on a brand new action-packed adventure where he can now time warp on a whole new world! Since it is CD, there will be tons of cinema intermissions and an all new soundtrack. If they stick to their production schedule, Sonic should be out in March.

Hopefully Sega will dump the cheesy pack-ins they now have with their CD peripheral and replace them with Sonic. If they really want to sell systems, they ought to pack Sonic with the new Sega CD 2 and drop the price to $250. Hint, hint.

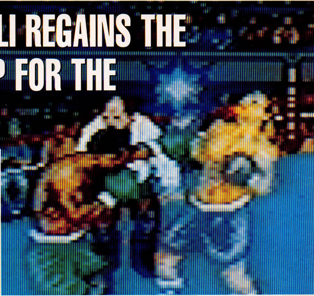
Beyond these products, the crystal ball starts to get a bit cloudier. It sure would be nice to see a new batch of CD games. How about some that actually use the scaling and rotation features built into the system? But let's not ignore the Genesis market until Fall, like you did last year. An RPG would be great, as would a few innovative games. We haven't had a whole lot of readers pleading for a 16 meg Toe Jam and Earl 2.

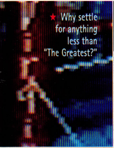
Of course, no wish list would be complete without a request for a 32-Bit system. The Giga Drive would be a fantastic Christmas present. It certainly would be a great way to stay ahead of Nintendo when they launch their 32-Bit CD-ROM next year.

No matter what, 1993 will be a very good year for Sega players. And one thing's for sure, Mega Play will be there with all of the news, as soon as it happens.

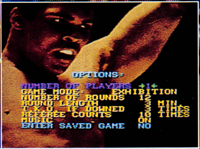
Editor
Ed Semrad

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!



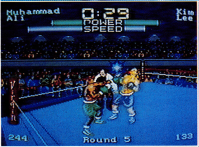


★ Why settle for anything less than "The Greatest?"



OPTIONS:
NUMBER OF PLAYERS 1
GAME MODE: EXHIBITION
NUMBER OF ROUNDS 12
ROUND LENGTH 3 MIN
T.K.O. IF DOWNED 3 TIMES
REFEREE COUNTS 10 TIMES
MUSIC ON
ENTER SAVED GAME NO

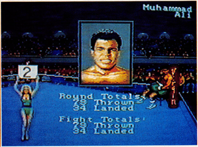
> "The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis" ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."
>
> ***—Electronic Gaming Monthly***



★ 360 degree rotating ring so you don't miss any of the action!

★ Adjustable round lengths!

★ Tournament or exhibition mode!



Round Totals:
78 Thrown
34 Landed
Fight Totals:
78 Thrown
34 Landed

- ★ Special Collector's Edition Muhammad Ali Sports Card included!
- ★ Arcade or simulation-style boxing!
- ★ Digitized sound so real you can feel that blow connect!
- ★ One or two player simultaneous play!
- ★ Atmospheric crowd responses!

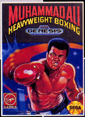


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Photo: James Drake for Sports Illustrated.

We're not talking any lightweight offer here!

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CIRCLE #115 ON READER SERVICE CARD.

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HI-TECH SEGA
Sega's new 6 button controller ignites rumors about a possible Street Fighter 2 for their game systems. Check it out!

32
COMING ATTRACTIONS
Sonic's back and he's better than ever... this time on the Sega CD! Take a look at our special sneak preview of this up-and-comer!

TIME 0'21"81
RINGS 13

***24* - MEGA TRICKS:** *SONIC THE HEDGEHOG 2, BLACK HOLE ASSAULT, NIGHT TRAP, COBRA COMMAND, UNIVERSAL SOLDIER, LHX ATTACK CHOPPER, GALLAHAD.*

***32* - COMING ATTRACTIONS:** *FINAL FIGHT CD, ELECTRIC ALESTE, NINJA WARRIORS, JAGUAR XJ220, MAKE YOUR OWN MUSIC VIDEO - KRIS KROSS, THE HUMANS, ROLO TO THE RESCUE, LOTUS TURBO CHALLENGE, MUTANT LEAGUE FOOTBALL, JERRY GLANVILLE'S PIGSKIN FOOTBRAWL, VAMPIRE: MASTER OF THE DARKNESS, CD SONIC THE HEDGEHOG, SHINOBI 2.*

***44* - MEGA FILES:** *T2: THE ARCADE GAME, SHINOBI 3, ALIEN 3, CHAKAN, BATTLETOADS, ECCO THE DOLPHIN, WONDER DOG, FLASHBACK, STREETS OF RAGE 2, SONIC THE HEDGEHOG 2.*

44
MEGA FILES
Inside this issue you'll find lots of info on great games like Sonic 2, Ecco, Flashback, Chakan, Streets of Rage 2, and Alien 3!

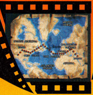
60
SEGA CD
JVC unleashes that wacky mutt from outer space, Wonder Dog! Help him battle the invading pitbulls and save the planet K-9.

00153575
2
49

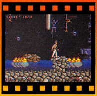
62
GAME GEAR
Experience the horror firsthand! Now you can take all the danger from the blockbuster hit Alien 3 with you on Sega's portable GG.

SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.

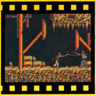
INDIANA JONES and the LAST CRUSADE™



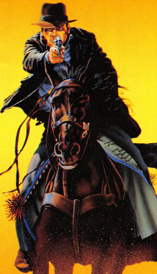
From the caves of Utah to the deserts of Arabia… You're Indy on a quest for the Holy Grail.

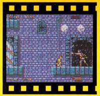


The catacombs are a dangerous place, skulls, bones, fiery rats and the constant threat of death.

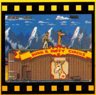


Navigate the caves, fend off the enemies and find the Cross of Coronado.

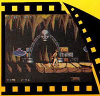




Storm Castle Brunwald; but don't slip. It's a long and dangerous fall you won't live to tell about.



You don't have time to pet the animals on this Circus Train.



You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it…Your father and the world are doomed. This game is only recommended for those up to the challenge.

U.S. GOLD
Indiana Jones and the Last Crusade
GENESIS
SEGA
GAME GEAR

Available for Sega™ Genesis™ and Game Gear™

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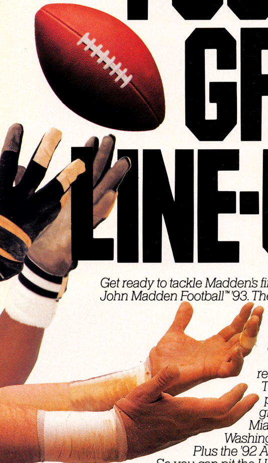
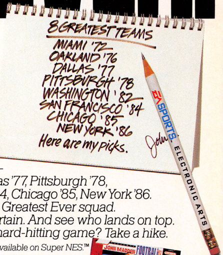
FOOTBALL'S GREATEST LINE-UP EVER.



Get ready to tackle Madden's finest season yet. John Madden Football™ '93. The all-new version of the game with the greatest run anywhere. The top of the charts since day one.

This year, Madden really makes history. Twenty-eight updated pro teams. The eight greatest teams of all time—Miami '72, Oakland '76, Dallas '77, Pittsburgh '78, Washington '82, San Francisco '84, Chicago '85, New York '86. Plus the '92 All-Madden team and his Greatest Ever squad. So you can pit the Hogs against the Steel Curtain. And see who lands on top. In all, thirty-eight different teams. Think you can find a more hard-hitting game? Take a hike.



8 GREATEST TEAMS

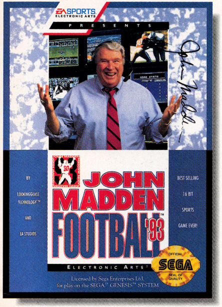
MIAMI '72
OAKLAND '76
DALLAS '77
PITTSBURGH '78
WASHINGTON '82
SAN FRANCISCO '84
CHICAGO '85
NEW YORK '86
Here are my picks.

John

EA SPORTS
ELECTRONIC ARTS

Now available on Super NES.™

JOHN MADDEN FOOTBALL '93
SUPER NINTENDO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GAME EVER!
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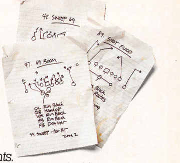
EA SPORTS
ELECTRONIC ARTS

Talk about a game with Madden written all over it. Madden '93 has yards of plays. A total of 125 including new audibles. Each from the pen of John Madden. Including the no-huddle offense and a quarterback kills the clock play.

It's a game of match-ups—Madden's brand of football. Each team scouted by the man himself. Battery back-up saves game and player stats through the playoffs. Make the right match-up at every position and you'll go all the way.

The action's never been more explosive. Shoestring catches. Clothesline tackles. Head butts. Defensive shifts. Safety blitzes. Taunts.

The more intense the action, the more excited Madden gets. Blasting out comments like "Boom! Where'd that truck come from?" It's the true personality of football.



48. SWEEP 69

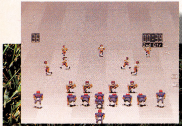
89. SHOT FLOOD

47. 69 BOOM

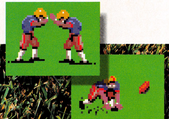
OL Run Block
QB Handoff
WR Run Block
HB Run Block
FB Daylight

39 SWEEP - for RT
Zone 2

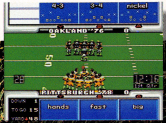
Madden's playbook has some big surprises. Get caught in the wrong formation and you'll get burned.



Call the no-huddle offense and you'll give an out-of-position defense the slip. Especially if it's a snowy day in Buffalo.



With head butts and shoestring catches, this game definitely has all the right moves.


4-3
3-4
nickel
OAKLAND '76
PITTSBURGH '78
DOWN 1
TO GO 15
YARD 48
hands
fast
big
12:16

A split play-calling screen keeps the other side of the line on its toes. Tougher computer opponents keep you on yours.

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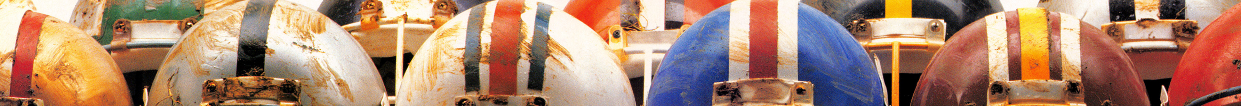


MEGA MAIL

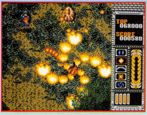
1920 Highland Ave.
Suite 222
Lombard, IL 60148

ELEMENTAL, MY DEAR WATSON!

I am a great fan of Tecnosoft's games. To me they make the best shooters as the action is always very intense, there isn't a hint of slowdown, and the power-ups and bosses are second to none. You made me very happy when you announced that Sega will be doing Thunder Force 4 for the U.S. market, considering I was one of the not so smart people who rushed out and bought the Japanese game from one of the mail order stores, only to find out that it wouldn't work in my Genesis!

What I need to know is if any U.S. company has announced if they will bring out Tecnosoft's older game, Elemental Master. From the pictures that you ran in a previous issue, it looked like a great vertical-scrolling shooter and I think it could do well over here.

Damion Curry
Virginia Beach, VA



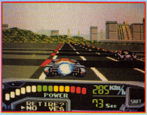
Renovation plans to bring out Elemental Master this Spring!

(Ed. Great news, Damion! Renovation has just announced that they have purchased the rights from Tecnosoft of Japan to bring out the hyper-intense shooter, Elemental Master for the U.S.! Since there is very little language translation needed, expect to see this game in the stores as early as this Spring! They have also announced a racing game, Speedway Pro Challenge, that they will bring out later this year.)

RAD MOBILE COMING TO CD?

My favorite racing game is Virtua Racing. If Nintendo is coming out with a 3-D chip that lets their system play games designed with polygon graphics, will Sega do the same thing? Since they have a CPU that runs twice as fast as that in the Super NES, a CD machine that has a huge amount of storage capacity and a second processor already built in, plus a lot of experience in programming arcade racing games, wouldn't it be easy for them to do Rad Mobile or even Virtua Racing if they had a new chip for their games?

Andrew Sturman
Lake Worth, FL



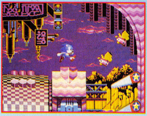
Sega is seriously considering doing Out Run 2019 for the Genesis!

(Ed. Even with all the power and speed that the Genesis and Sega CD have, there are some things that are quite near impossible to do. Virtua Racing is a spectacular arcade machine, but look at all of the special hardware needed to make it work. While a toned down version of this game is in the works, don't expect anything for some time. Likewise, Rad Mobile is running on custom 32-Bit arcade hardware, but it is completely within the realm of possibility that we'll see it on Sega CD. Sega, of course, isn't talking, and with the CES just days away, we'll have to wait and see if it pops up as a CD surprise next week. In the mean time, we do know that Sega will bring out their Batman CD game in February. The racing levels are totally awesome with the best scaling ever seen in a video game! Officials at Sega have also expressed a strong interest in bringing the Japanese game Junker's High out here in America. They will change the name to make it more futuristic sounding. Out Run 2019 is the current working title.)

MORE SONIC THE HEDGEHOG!!

I have just finished Sonic the Hedgehog 2 and I have to say it was awesome! It completely blew away the first game and actually, I liked Tails better than Sonic. I have a few questions. Are there different endings to Sonic 2? When will Sonic 3 be coming out? Soon, I hope, because I don't want to wait a whole year for the next game!

Bill Cruz
Portland, OR



Sega's new Sonic CD is scheduled to come out late this Spring!

(Ed. No word on when Sonic 3 will be on the shelves Bill, but you can be sure that it is being worked on! Sega has the Sonic CD scheduled to come out this Spring but pictures have been few and far between. What we've seen indicates that the CD game will be an enhanced Sonic 2. Check out our Game Over for the different endings.)

"This game will set the pace for every future game on the market - A+, 100%, Guy's you did it!" **COMPUTER GAME REVIEW**

SEGA GENESIS 16-BIT CARTRIDGE

SHRINK-WRAPPED
TIME WARP
GENESIS
OUT OF THIS WORLD
SEGA
Virgin GAMES

You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, outwit and overcome a host of deadly aliens, monster guards and bloodsucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score

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1. SNES / CONTRA 3
2. SNES / AXELAY
3. SNES / TURTLES 4
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / NCAA BASKETBALL
9. SNES / ZELDA 3
10. SNES / SUPER MARIO CART
11. SNES / MARIO PAINT
12. SNES / SUPERSCOPE 6
13. SNES / DEATH VALLEY RALLY
14. SNES / BART'S NIGHTMARE
15. SNES / BUBSY
16. SNES / CYBERNATOR
17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / JOHN MADDEN '92
19. GENESIS / NHLPA HOCKEY '93
20. GENESIS / TAZMANIA
21. GENESIS / TEAM USA BASKETBALL
22. GENESIS / ALIEN 3
23. GENESIS / DESERT STRIKE
24. GENESIS / BULLS VS. BLAZERS
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. GENESIS / SHINOBI 3
29. SEGA CD / NIGHT TRAP
30. SEGA CD / SEWER SHARK
31. SEGA CD / WONDERDOG
32. SEGA CD / MONTANA FOOTBALL CD
33. TURBODUO / GATE OF THUNDER
34. TURBODUO / BONK'S REVENGE
35. TURBODUO / NEW ADV. ISLAND
36. NEO GEO / WORLD HEROES
37. NEO GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGAMAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGAMAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! These nominations are good through January 15, 1992.

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Game Genie	$54
Genistick	$19

The Magical Quest
Starring MICKEY MOUSE
Nintendo
CAPCOM
SUPER NINTENDO

'THE MYSTICAL QUEST' starring Mickey Mouse features lifelike Disney animation, 7 levels including Pete's peak & snowy mountains, and magical suits which give Mickey different abilities. **$59**

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Menacer	$59
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Power Pad	$14
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SEGA ADVENTURE

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Aliens 3	$43
Alisia Dragoon	$32
Ariel Little Mermaid	$36
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Batman	$42
Batman Jokers Rtn	$43
Batman Returns	$49
Cadash	$44
Captain America	$46
Chester Cheetah	$52
Chuck Rock	$49
Crossfire*	$24
Dark Castle*	$24
Dinosaurs for Hire	$44
Dolphin	$44
Dracula	$49
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Jewel Master	$16
Keepr of the Gates	$52

STREET FIGHTER II
Nintendo
CAPCOM
SUPER NINTENDO

'STREET FIGHTER II' brings the #1 arcade smash hit to your SNES. Choose from 8 characters with unique fighting styles to defeat champion street fighters from around the globe. 2 players. **$64**

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SEGA ADVENTURE

Strider 2	$49
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Superman	$43
Sylvester & Tweety	$49
Talespin	$39
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TMNT Hyperstone	$46
Terminator	$49
Terminator 2	$43
Tiny Toon	$46
Toxic Crusaders	$36
TOYS	$49
Turrican*	$19
Universal Soldier	$44
Vallis*	$29
Where Time CSD	$49
Wolf Child	$45
Wonder Boy MonsL	$46
Xmen	$46
Young Galahad	$42
Zombie High	$36

BATTLETOADS
SUPER NINTENDO
TOADALLY AWESOME.
TRADEWEST

'BATTLETOADS' allows you to play Rash and Zitz as they fight to rescue the fair princess. Along the way the Dark Queen and her evil cronies challenge you. Features 12 levels of fun and exciting game play, with 2 player cooperative or battle mode. **$45**

SEGA ROLE PLAYING

Arcus 123	$49
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Cybercop	$49
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Might & Magic 3	$49
Outlander	$44
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PStar 3 Hint Book	$14
Phantasy Star 4	$64
Pirates	$49
Rings of Power	$55
Romance 3 Kingd 2	$59
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Sorcerers Kingdom	$49
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Warriors Etrnal Sun	$56
Y's 3	$44

SEGA KICK & PUNCH

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Chakan Forevr Mn	$44
Deadly Moves	$47
Double Dragon 3	$44
Fatal Fury	$52
Fighting Master	$42
Growl*	$29
King of Monsters	$52
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Metal Fang	$43
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Cyborg Justice	$44
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Galaxy Force 2	$29
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Predator 2	$43
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King Salmon	$42
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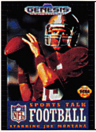
NBA Super Allstar	$43



'NFL SPORTS-TALK FOOTBALL STARRING JOE MONTANA' is a 12 Meg football game with a play-by-play anouncer & all 28 teams. Play a full season, playoffs, or in the Super Bowl. Has multiple field views with zoom & instant replay. For 1 or 2 players. **$46**

NFL Sports Talk Fb	$46
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Nolan Ryan	$49
Olympic Gold	$45
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Quad Challenge	$45
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Stunts	$43
Super Battle Tank	$49
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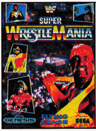

'WWF SUPER WRESTLEMANIA' allows you to control 8 different WWF super stars like Hulk Hogan, Ultimate Warrior, & Randy Savage each with special moves. Features in and out of the ring action, singles, tag-team, or Championship matches. **$43**

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SNES ADVENTURE

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Aliens 3	$49
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Battle Clash	$49
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Chuck Rock	$49
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Super Ninja Boys	$49
Supr Sonic Blastmn	$49
Ultimate Fighter	$54

T2
THE ARCADE GAME
GENESIS
MENACER
ARENA
SEGA

'TERMINATOR 2 THE ARCADE GAME' is a race to save the future as you travel to a showdown with the T-1000. Features 8 levels of endoskeletons, flying Hunter Killers, and a variety of weapons for 1 or 2 players. Sega menacer compatible. **$43**

SNES SHOOTERS

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Cybernator	$52
D-Force	$39
Earth Defnc Force	$39
Fire Power 2000	$49
Guerilla Warfare	$54
Gun Force	$49
Hyper Zone*	$19
Metal Masters	$54
Phalanx	$49
Raiden Trad	$46
Smash TV	$46
Space Mission	$49
Strike Gunner	$49
Supr Mega Force	$49
Supr R Type	$39
Thunder Spirits*	$44
Xardion	$49
X Zone	$39

SNES SIMULATION

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Desert Strike	$49
Hunt for Red Octbr	$49
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Final Fantsy Lgnd 2	$54
Final Fntsy Myst Q	$39
Gemfire	$56
Golden Empire	$59

SPIDER-MAN
X-MEN
ARCADE'S REVENGE
Nintendo
SUPER NINTENDO

'SPIDERMAN & X-MEN' gives you control of spiderman's web swinging super powers as you move through 7 levels of arcade-style action. Battle against famous Marvel villains. **$54**

Inindo	$59
Lagoon	$54
Lenus	$59
Lord of the Rings	$64
Lost Mission	$49
Magic Sword	$54
Might & Magic 2	$54
Might & Magic 3	$59
Outlander	$49
Shadow Run	$54
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Ultima False Prpht	$59
Uncharted Waters	$59
Wanders from Y's	$54
Wizardry 5	$64

SNES SPORTS

American Gladiatrs	$56
Baseball Stars 2	$54
Bill Laimbr Bskbll*	$19
Black Bass	$49
Bulls vs Blazers	$54
California Games 2	$49
Cal Ripkin Baseball	$49
Championship Bxg	$49

NBA
ALL-STAR CHALLENGE
Nintendo
SUPER NINTENDO

'TECMO SUPER NBA BASKETBALL' contains all 27 NBA teams and actual team rosters, 5 on 5 full court play, regular season or playoffs, all-star game, special plays, substitutions & injuries. **$54**

Diamond Challenge	$54
David Crane Tennis	$49
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Hit the Ice	$49
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Jck Nicklaus Golf*	$39
Madden Footbll '93	$49
MVP Football	$49
NBA Supr Allstar C	$49

SNES SPORTS

NCAA Basketball	$49
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WELCOME TO THE NEXT LEVEL
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ECCO THE DOLPHIN

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Experience

An interview with Ed Annunziata,
developer of Ecco the Dolphin™ for Sega™ Genesis.™

life as a

Why a game about dolphins?

Humans are intrigued by dolphins, by their intelligence and ability to communicate with each other. Also the sea as an environment is a pretty interesting contrast to other video games. Most dangerous places aren't beautiful or inviting. But the sea is.

Dolphin

Why the name Ecco?

Ecco is a homonym for Echo. And in Italian it means "I see." So it's a good name for a game where the players use sound to see and communicate. Ecco must use his echolocation to find and rescue his family. Communication is the basis for the entire game.

without ever

How did you make the dolphin motion so lifelike?

Our first task was to duplicate the "feel" of a swimming dolphin. It wasn't easy. The dolphin began as a simple stick figure while we worked on its movement. We created a menu of the physical laws of gravity, water viscosity, and momentum, then we fine-tuned it for months until we felt it was absolutely perfect. In fact, Ecco has been redesigned nine times.

winding up in a can

So the realism was important?

Yeah. We wanted the motion to be so realistic that the player would feel like he was actually the dolphin. The action of the game is so different from other video games that most new players will be totally blown away until they get a feel for it. It's a bit like learning a new sport. And I have one last bit of advice for everyone. Look beyond your eyes with your song.

# of tunafish.

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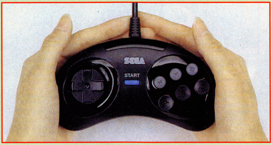
HI-TECH SEGA

SEGA TO INTRODUCE NEW CONTROLLERS AT CES



Sega's newest peripheral is their 6 button controller! Now, with the controller a reality, could Street Fighter 2 be too far behind?

Officials at Sega have told EGM that the company will introduce several new Genesis and Mega CD peripherals and accessories at the Las Vegas Winter Consumer Electronics Show this January.

At the top of the list would be a new six button controller which they state will significantly improve game play and offer more options to the players. The first controller to utilize this six button configuration will be a modified version of their standard stick. This controller will have two rows of three buttons each and it will still maintain the same nine pin plug that is found on all of the Genesis and Sega CD systems. This means that this stick will be fully compatible with all older Genesis systems! While officials would neither confirm nor deny that this controller was being specifically made for an upcoming release of Street Fighter 2 for that system, the coincidental appearance of the new six button controller would tend to open the door for a "game" that requires six buttons.

In addition to the 6 button controller, Sega will be demonstrating a new full-body interactive controller called the **Activator**. They claim that this innovative device will "pioneer a new frontier of 'whole-body intelligence' and movement." This peripheral, they state, will allow players to control and respond to on-screen action in a spontaneous, creative way.

Compatible with the Genesis system, the Activator will work with many of Sega's existing video game titles as well as new software developed for rhythmic and athletic game play.

The unit consists of eight interlocking modules, each equipped with infra-red lights and sensors. When connected together, they form a circle of eight beams three and one half feet in diameter.

The player then stands inside the circle and the beams will pick up and interpret the person's body movement.

With the Activator, players can actually participate in the video games they are playing. In a karate-type fighting game, the Activator will register various martial arts moves like chops, punches, kicks, jabs and blocks.

With the addition of a second Activator, players can go head-to-head in one-on-one competition!

Sega expects the Activator to be available in September and should retail between $70 and $80. Along with the Activator there will be a two-in-one game cartridge that will have an original fighting game and a music game. In the music game, players will be able to create their own compositions with body movements on a virtual "keyboard in space."

This 3 dimensional power pad promises to be more versatile than the mat introduced by Nintendo a while back. However, it should be noted that the NES pad died a quick death due to a lack of decent software. Hopefully Sega has something more innovative in mind.

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POLYALLOY T-1000
PREVENT JUDGMENT DAY

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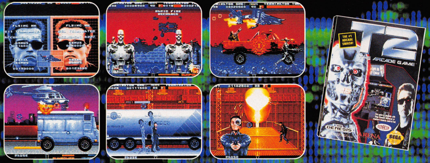

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WELCOME TO THE NEXT LEVEL™

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Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)

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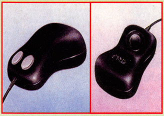
NEW PERIPHERALS COMING IN SPRING!

Besides their two new controllers, Sega also plans to bring out a new mouse peripheral for the Genesis and Sega CD. With Nintendo's mouse selling very well, Sega has announced that they will bring out their version early next year. While the exact shape and button layout still has to be finalized, Sega wants their mouse to fit comfortably in the palm of your hand and they are spending a considerable amount of time to get the shape perfect. Although the mouse will work with games designed for both the Genesis and Sega CD, the heaviest use is envisioned to be with the new point-and-click software such as the "Make Your Own Music Video" discs coming from Sony and Sega.

Another peripheral that is already out in Japan for Sega's Mega CD is a karaoke interface. Although Sega's pricey all-in-one CD-ROM and game system, the Wondermega, has this feature already built in, most Japanese players originally opted for the basic Mega CD peripheral and now they have the ability to add the karaoke interface. Karaoke, while starting to catch on slowly in America, currently just doesn't have the following that it has in Japan, and Sega of America is going to maintain a wait-and-see attitude about this device. Should karaoke suddenly become the next national pastime, officials at Sega state that this device would then be brought out for the U.S. market.

Finally, Tengen of Japan has recently demonstrated a working prototype of a four player adapter for the Mega Drive. Along with this new peripheral, Tengen was demonstrating a new version of the arcade classic Gauntlet. This new cart is the first Sega game which will allow for four player simultaneous action. Tengen currently plans to test market the peripheral and game in Japan and if there is sufficient demand for it, additional four player games will be produced. Sega of America is likewise monitoring the sales of the multi-player adapter. Although, with the new five player adapter coming out from Hudson Soft (with the game Bomberman '93) for the Super Nintendo early this Spring, it is highly probable that Sega will need to follow suit with their own version of a multi-player peripheral shortly thereafter.


The shape of the mouse isn't finalized yet, but it is scheduled to debut in early 1993!

If karaoke catches on, Sega will be ready with an add-on device for their Sega CD.

Sega is considering bringing out a new four player adapter for the Genesis.

AMER. LASER GAMES TO DO SEGA CDs

American Laser Games has just joined the growing list of Sega CD licensees. Their first two games will be conversions of their arcade titles Mad Dog McCree and Gallagher's Gallery. What sets these games apart from other arcade titles is the fact that both utilize motion video footage as the backdrop for the game and the game play involves the use of a light gun. Sources indicate that Sega has already been able to interface their Menacer light gun to work with the CD and American Laser Games has created new video compression and decompression software that will allow the Sega CD to display the higher resolution graphics and larger color palette found on the laser games.

Mad Dog McCree and Gallagher's Gallery will be produced for the Sega CD system.

WELCOME TO THE NEXT LEVEL
GENESIS
STREETS OF RAGE 2
SEGA
GENESIS
START
TRIGGER

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Head-butts,

An interview with Scott Steinberg,
product manager of Streets of Rage 2™ for Sega™ Genesis.™

kidney punches,

How is Streets of Rage 2 different from the first one?

The graphics are awesome. At 16 megs it's our biggest game. Overall there's a lot more of everything; more moves, more intricate maneuvers, more characters. And the characters are a lot bigger in size. So the action is more impactful.

uppercuts, knee-slams,

What are some of the new moves?

Axel™ has new punch combinations that do some serious damage. Blaze™ can do backflips to attack enemies in front and behind her. And there are two new players. Max™ and Skate.™ Max is an ex-wrestler with a ruthless body-slam, and Skate knocks his opponents out with flying jump kicks. He can also skate behind his opponents, jump on their shoulders and ambush them.

eye-gouges

Are there new enemies?

Lots of new enemies—a gang of motorcycle thugs, a guy with a jet-powered pack on his back, knife-fighters, ax-murderers, ex-cons, and a bunch of new martial arts experts, so there are a lot of new challenges. And the player control is different also.

and groin kicks.

How is the control different?

We've tuned the control to be much more responsive, so that the action will be a lot faster and more spontaneous. You can crack a jaw or flatten an opponent in a split second. The players are basically as fast as your reflexes will let them be. The fighting is so realistic, you actually feel tired after playing it. It's the next best thing to kicking some real you-know-what.

(Just another typical day at the Sega office.)

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MEGA TRICKS!!!

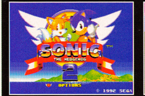
The Ultimate in Sega Secrets!

SONIC THE HEDGEHOG 2

By Sega

Change Into Super Sonic

Now you can change yourself into Super Sonic! The best method to do this is with 2 players. Go through the first level, collect 50 rings, and look for the closest Star Pole. Touch it and jump up to enter the bonus level. Use 2 players and collect all the rings necessary to get the Chaos Emerald. Once you get the emerald, hit the Reset button on the Genesis. Once the title screen comes up, go into the Options. Then press START to get to the first level again. Repeat the exact same process over and over and the bonus stages will change, and you'll get different emeralds each time. Collect all 7 Chaos Emeralds and go back into the level. Now you must collect 50 rings and jump into the air. Cool! It's Super Sonic! This golden boy can run faster and jump higher than ever. He is virtually invincible and his rings go down every second, so collect as many as you can!


SONIC
THE HEDGEHOG
2
OPTIONS
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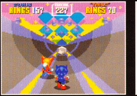
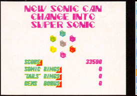
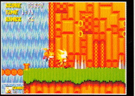
Make sure that you go to the options at the title screen.


RINGS 157
227
RINGS 70

Collect the correct amount of rings to get an emerald.


NOW SONIC CAN
CHANGE INTO
SUPER SONIC
SCORE 33500
SONIC RINGS 0
TAILS RINGS 0
GEMS BONUS 0

You now have the ability to change into Super Sonic!


SCORE 33600
TIME 1:11
RINGS 50

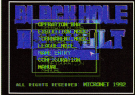
This speedy rodent will blow you away with his power!

BLACK HOLE ASSAULT

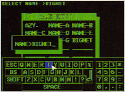
By Bignet

Kill Opponents Instantly

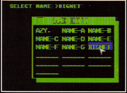
If you are having a hard time defeating your enemies in this robot fighting game, try this cool method to defeat your opponents with the push of a button. When the title screen comes up, and your options are in front of you, choose the "Name Entry" option. The keyboard will then appear. Put in your name as BIGNET. Exit this screen and when you are asked to select your name, choose the name you just entered, BIGNET. In the game, you can fight as normal, but if you find yourself getting beat, then take controller 2 and press the START button. This will instantly kill your opponent. The earlier you kill off your opponent, the better your score will be, because the timer adds points to your score. This will work for every enemy in the game.


BLACK HOLE
ASSAULT
OPERATION BHA
EXHIBITION MODE
TOURNAMENT MODE
LEAGUE MODE
NAME ENTRY
CONFIGURATION
MANUAL
ALL RIGHTS RESERVED MICRONET 1992

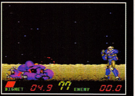
At the game's title screen, pick the Name Entry option.


SELECT NAME >BIGNET
AZY. NAME-A NAME-B
NAME-C NAME-D NAME-E
G BIGNET
NAME>BIGNET_
ESC Q W E R T Y U I O P 1 2 3
BS A S D F G H J K L 4 5 6
SHIFT Z X C V B N M ! ? 7 8 9
SPACE 0

When this keyboard screen appears, punch in BIGNET.


SELECT NAME >BIGNET
AZY. NAME-A NAME-B
NAME-C NAME-D NAME-E
NAME-F NAME-G BIGNET

After going into the game, select BIGNET from the list.


BIGNET 04.9 77 ENEMY 00.0

Get rid of your evil foe by hitting START on controller 2.

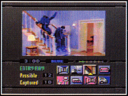
NIGHT TRAP

By Sega

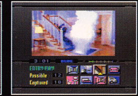
Times and Rooms

You can storm through this game with these codes for all the times and rooms of the Augs!

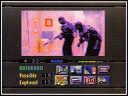
TIME	ROOM	AUGS
00:05	Hallway 1	1
00:25	Living Room	2
00:33	Bedroom	1
00:38	Bathroom	1
00:48	Bathroom	1
01:00	Living Room	1
01:22	Kitchen	1
01:34	Entry Way	1
02:50	Entry Way	2
03:10	Hallway 1	1
03:20	Bedroom	1
03:29	Living Room	1
03:40	Hallway 1	2
03:45	Driveway	1
04:01	Hallway 2	1
04:20	Bathroom	1
04:38	Bedroom	1
04:53	Living Room	1
05:02	Living Room	1
05:25	Bedroom	1
05:35	Driveway	1
05:40	Entry Way	Code Change
05:45	Living Room	1
06:08	Hallway 1	1
06:18	Hallway 2	2
06:49	Hallway 2	2
07:05	Kitchen	1
07:17	Bedroom	2
07:40	Driveway	1
07:48	Hallway 1	2
08:02	Bedroom	1
08:10	Hallway 2	2
08:25	Hallway 1	1
08:35	Bedroom	2
09:00	Living Room	Code Change
09:10	Living Room	1
09:20	Entry Way	1
10:45	Hallway 2	1
10:55	Driveway	1
11:00	Driveway	1
11:29	Hallway 1	1
12:03	Living Room	1
12:37	Bathroom	1
13:10	Hallway 1	1
13:27	Entry Way	Code Change
13:55	Living Room	2
14:13	Living Room	Code Change
14:40	Hallway 2	2
15:00	Entry Way	2
15:15	**Do Not Trap**	0
16:25	Driveway	1
16:35	Hallway 2	2
16:43	Living Room	1
16:54	Hallway 1	1
17:10	Bedroom	1
17:25	Living Room	1
17:35	Hallway 2	1
17:48	Living Room	1
17:54	Bathroom	1
18:00	Hallway 2	2
18:10	Driveway	1
18:15	Driveway	1
18:25	Entry Way	2
18:33	Living Room	1
19:00	Hallway 1	*Wait for 2nd red gauge (1 Aug)*
19:20	Living Room	2
19:50	Entry Way	1
20:10	Living Room	2
21:14	Bedroom	2
21:30	Driveway	1
21:40	Kitchen	1
21:50	Hallway 2	2
22:05	Bedroom	2
22:23	Hallway 1	2
23:03	Hallway 2	1
23:15	Hallway 1	1
23:30	Living Room	1
23:50	Driveway	1
24:00	Living Room	1
24:15	Living Room	1
24:25	Hallway 1	1
24:30	Bedroom	1
24:50	Bathroom	1
25:08	Hallway 2	1


3:00
BLUE
ENTRY WAY
Possible 12
Captured 10

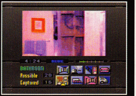
These Augs on the stairs are in for a big surprise.


3:01
BLUE
ENTRY WAY
Possible 12
Captured 10

Ha! Two Augs are captured. Let's see if we can find more.


4:22
BLUE
BATHROOM
Possible 19
Captured 15

Little does this mean Aug know he is close to a trap!


4:24
BLUE
BATHROOM
Possible 20
Captured 16

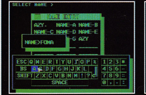
Gotcha! When you are at the point of capture, hit button B.

BLACK HOLE ASSAULT

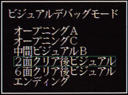
By Bignet

See All Cinema Displays

In Black Hole Assault, there is an easy method to check out every cinema display. At the title screen, choose the Name Entry option. After the screen with the keyboard shows up, enter your name as FOMA. Once you do this, go back to the title screen and start your game. You will not be taken into the game, however. Instead, you will be brought to a screen with Japanese text. On this screen, you can choose which cinema you want to display automatically. Choosing the last line of text means that you want to see the ending. The only way to get out of this is to reset the game.


SELECT NAME >
NAME ENTRY
AZY.
NAME-A
NAME-B
NAME-C
NAME-D
NAME-E
G
AZY
NAME>FOMA
ESC Q W E R T Y U I O P
BS A S D F G H J K L
SHIFT Z X C V B N M ! ?
SPACE
1 2 3 *
4 5 6 -
7 8 9 =
0 , . :

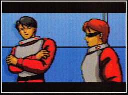
After choosing Name Entry, type FOMA as your name.



ビジュアルデバッグモード

オープニングA
オープニングC
中間ビジュアルB
2面クリア後ビジュアル
6面クリア後ビジュアル
エンディング

Instead of going into the game, this screen will appear.



Highlight a line of Japanese text to access a cinema.

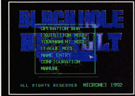
If you choose the last line of text, you will get the ending.

BLACK HOLE ASSAULT

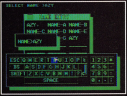
By Bignet

Black Ball Assault

Now you can play a "Pong" type game within this fighting game. Just go to the Name Entry option and put in the new name AZY on the keyboard screen. Once this is done, go back and choose the Operation BHA on the title screen. When asked for your name, highlight and choose the name, AZY. The screen will change into a new title screen called Black Ball Assault.


BLACK HOLE ASSAULT
OPERATION BHA
EXHIBITION MODE
TOURNAMENT MODE
LEAGUE MODE
NAME ENTRY
CONFIGURATION
MANUAL
ALL RIGHTS RESERVED MICRONET 1992

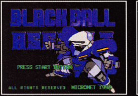
Choose the Name Entry option from the title screen.


SELECT NAME >AZY

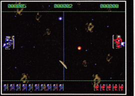
NAME>AZY

NAME ENTRY
AZY. NAME-A NAME-B
NAME-C NAME-D NAME-E
-G AZY
ESC Q W E R T Y U I O P 1 2 3 *
BS A S D F G H J K L 4 5 6 -
SHIFT Z X C V B N M ! ? 7 8 9 =
SPACE 0 , . :

Type in your name as AZY on the keyboard screen.


BLACK BALL ASSAULT
PRESS START BUTTON
ALL RIGHTS RESERVED MICRONET 1992

After pressing START, you will see this new title screen.


000005
000002
000000

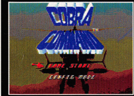
Play a whole new game within a game! It's two player action!

COBRA COMMAND

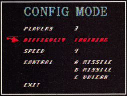
By Sega

Training Mode

Go to the title screen where you can choose either Game Start or Config Mode. Press UP, DOWN, LEFT, RIGHT, DOWN and then START on controller 1. On the configuration screen you will be able to select new difficulty levels, including "Training." Choose this option and start your game. If you crash, you will start where you left off instead of the beginning.


COBRA COMMAND
GAME START
CONFIG MODE

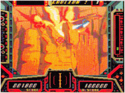
Enter the code at the title and then go into the Config Mode.


CONFIG MODE

PLAYERS 3
DIFFICULTY TRAINING
SPEED 4
CONTROL A MISSILE
B MISSILE
C VULCAN
EXIT

In the Config Mode, change the difficulty to "Training."

At some point in the game, you will crash.


CAUTION !
001800
SCORE
100000
HI-SCORE

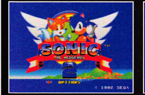
When you start again, you will be at the point you left off.

SONIC THE HEDGEHOG 2

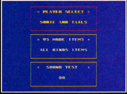
By Sega

2 Players On 1P Screen

Go to the Options screen by pressing the pad DOWN twice at the title screen. Make sure you are playing "Sonic and Tails." Go into the game and using controller 2, move the pad in any direction, or press any button and you will see that you can move Tails anywhere on the screen separately from Sonic! This will make it easier to work as a team and complete the game.


SONIC THE HEDGEHOG 2
OPTIONS
© 1992 SEGA

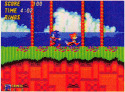
Press DOWN twice to go to the option mode screen.


* PLAYER SELECT *
SONIC AND TAILS

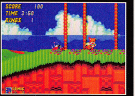
* VS MODE ITEMS *
ALL KINDS ITEMS

* SOUND TEST *
00

On the option screen, you can choose your characters.


SCORE 100
TIME 4:02
RINGS
SONIC

You can now control each of the characters separately.


SCORE 100
TIME 3:50
RINGS 1
SONIC

If you leave Tails alone long, he will yawn and go by Sonic.

DOUBLE DRAGON 3™
THE ARCADE GAME™
REAL MARTIAL ARTS ACTION!
SEGA GENESIS 16-BIT CARTRIDGE
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM
FLYING EDGE
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DEADLY WEAPONS!

ARCADE SMASH!

The original martial arts legend continues... with all the hard-hitting arcade action at *your* command! Battle your way across the globe with awesome special moves and deadly weapons ***straight from the arcade!!***

Whether it's a swirling Hurricane Kick or staggering One Armed Head Butt... a razor sharp Warrior Sword or lethal Nunchakus... *you* have what it takes to crush your ruthless enemies!

Double Dragon 3™: The Arcade Game™-- a quest that leads around the globe... to the adventure of a lifetime!

BILLY AND JIMMY LEE ARE BACK!

SLICE THROUGH SAMURAI!

UNWRAP POWERFUL MUMMIES!

HALF-HUMAN CREATURES AWAIT!

BATTLE YOUR WAY ACROSS THE GLOBE!

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SEGA GENESIS 16-BIT CARTRIDGE
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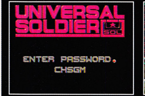
UNIVERSAL SOLDIER

By Ballistic

Level Passwords

These level codes should get you through Universal Soldier with no problem. Put in the codes as follows:

1. CHSGM
2. MKSNS
3. SGGBY
4. JLGPH
5. JDRSD
6. PKSND
7. CWBPM
8. SFTNP
9. CMVDG
10. BYTCM

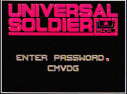


ENTER PASSWORD.

CHSGM

Choose the password option and enter it on this screen.

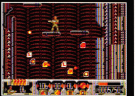
In the higher levels, you will come across dangerous foes.



ENTER PASSWORD.

CMVDG

The higher level passwords will get you close to the end.



Power-ups galore! Get to the last section and win!

LHX ATTACK CHOPPER

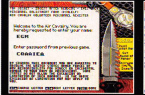
By Electronic Arts

Mission Passwords

These are passwords for Libya. Enemies are smart and fast, so watch out!

CQAAAFA: Majestic Twelve
CQAAIEA: Anterior Nova
CQAAQHA: Reindeer Flotilla
CQAAYGA: Phoenix
CQAAVC: Rainbow Veil
CQAAIUC: Chess
CQAAQXC: Lobster Quadrille
CQAAYWC: Hen House
CQAABFE: Desert Two
CQAAJEE: Flaming Arrow
CQIERDG: Plain Aria

James R. Geiger, Vinton, IA



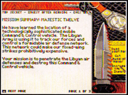
Welcome to the Air Cavalry. You are hereby requested to enter your name:

EGM

Enter password from previous game.

CQAAIEA

At this screen, enter your name and the mission code.



TOP SECRET - DIGEST AFTER READING - EYES ONLY

MISSION SUMMARY: MAJESTIC TWELVE

We have learned the location of a technologically sophisticated mobile Command & Control vehicle. The Libyan Army is using it to track our forces and control a formidable air defense network. This network could make our fixed-wing strikes prohibitively expensive.

Your mission is to penetrate the Libyan air defenses and destroy this Command & Control vehicle.

NEXT PAGE PAGE 1 OF 3

Next, you'll get a summary of your new mission.

Find your targets and kill them to complete your missions.

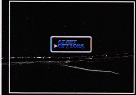
Certain missions will have you flying at night. Be alert!

GALLAHAD

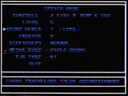
By Electronic Arts

Incredible Code

This code will allow you to have unlimited lives and level skips! To accomplish this, select the options and enter the starting world as **LTUS.** Once you do this, start your game and go through the level. Even if you die, you will be able to come back with the same amount of lives you started with. If you would like to instantly complete a level, press button A and START simultaneously.

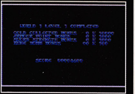


Choose the Options mode and go into it by pressing START.

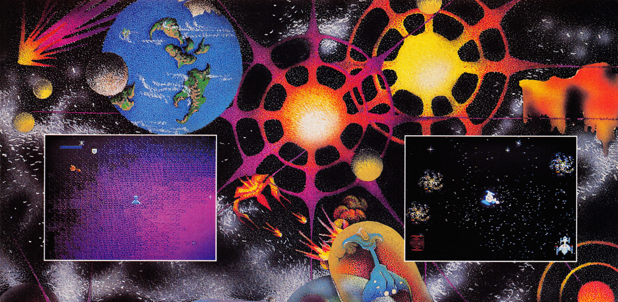


On the option screen, enter the starting world as LTUS.

Once you go into a level, your lives will not decrease.



Press button A and START at the same time to skip levels.

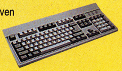


NOW GAMERS CAN GO WHERE THEY'VE NEVER GONE BEFORE...*to their friend's house!*

Nintendo
ENTERTAINMENT SYSTEM
TELEPLAY SYSTEM
BATON

TELEPLAY SYSTEM
BATON

Fasten your seat belt! With BATON TECHNOLOGIES' new TELEPLAY™ SYSTEM, you're about to experience the future in out-of-this-world, head-to-head competition with your friends. . . whether they're down the block, across town, on Nintendo® or Sega™ Genesis™! That's right: two screens, two players, two different locations, the same or different formats. You can even attach a PC-keyboard for expanded capabilities! With the TELEPLAY™ SYSTEM, the possibilities are awesome! Your friend can't watch you, so you can make all your ingenious tactical maneuvers and covert actions in complete secrecy! He'll never know what hit him until it's too late!



The TELEPLAY™ SYSTEM by BATON hits Earth in Spring 1993. It uses the latest in telecommunication developments to let you play against someone in another location. It comes equipped with TERRAN WARS, a head-to-head, fast action, arcade style space game, yet it costs about the same as one 8 megabit cartridge! 8 additional action-packed titles will be released in 1993! Want to learn more? Call (602) 437-9659.

TELEPLAY SYSTEM
BY BATON
AN INTERACTIVE REVOLUTION!

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GAME GEAR
SEGA
TETRIS
Nintendo GAME BOY
SELECT
START

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If you were colorblind and had an I.Q. less than twelve then you wouldn't care which portable you had.

Why is their screen only one color? Why that color? Some questions we just can't answer. We make Game Gear.™ A multi-color portable video game system with a monitor so good you can turn it into a mini-television. All you've got to do is pop in the TV Tuner which is sold separately. But the best thing about it is the games. And by now there are 75 of them available. Like Sonic The Hedgehog 2,™ Taz-Mania,™ Streets of Rage,™ Shinobi 2,™ and Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing new games, and making sure Game Gear remains the number one color portable, which should be no problem considering the competition.

(Of course you wouldn't care if you drank from the toilet either.)

WELCO
METOT
HENEX
TLEVEL™

SEGA
GAME GEAR
BATMAN RETURNS

SEGA™
GAMEGEAR

COMING ATTRACTIONS

FINAL FIGHT CD

Sega CD / Sega

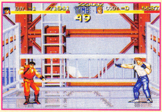
The rumors are true! The awesome Final Fight is now coming to the Sega CD!

Belger has taken control of the biggest crime wave in Metro City. To make matters worse, Belger has even kidnapped the Mayor's lovely daughter, Jessica.

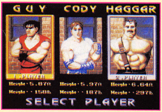
This fantastic translation contains Cody, Haggar, and even Guy! To top it all off, this version is even two player simultaneous!

Now, two players can battle it out against Belger through the exact same levels as the arcade! No skimping here, my friend. Your mission will even be accompanied by an awesome soundtrack based on the arcade hit.

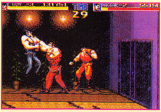
Do you feel like beating up a friend? Enter the two player mode where you and and a friend can see just who is the best fighter. All you arcade maniacs are going to want this super edition.



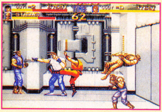
You and a buddy can bash heads in the intense two-player combat screen.



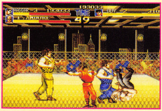
Guy, Cody, and Haggar are all here in the complete version of the game!



Rising to new heights takes on a new meaning while in this choke hold!

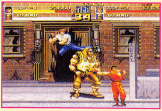


Here's Thrash and Trash, the baddies with a deadly combination of attacks.



Head into the arena and face the onslaught of these burly wrestlers.

Famous Foes Return!



The famous whistling boss returns, this time with more goons!

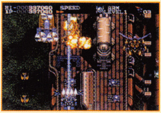
ELECTRIC ALESTE

Mega CD / Compile of Japan

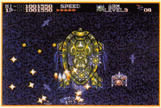
Previously announced as Nobunaga and his Ninja Force, Compile has changed the game name to Electric Aleste to continue the popular Aleste series.

The same overhead perspective is used and the power-ups remain the same, but the action is even more blistering than the first hit! If you think that's great, just wait until you see the bosses that await you!

The music has been enhanced to CD standards and is perfectly set to the pace of each level.



The huge ship returns! This time, it takes up over nine screens. Wow!



Face this mecha turtle as you conquer the threats deep beneath the sea.

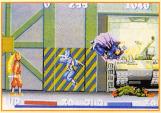
THE NINJA WARRIORS

Mega CD / Taito of Japan

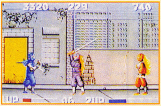
The classic arcade game, the Ninja Warriors, is on its way to the Mega-CD.

Remember the three screens that the arcade version had? Since it can't be duplicated at home, Ninja Warriors will be programmed in a widescreen format to at least simulate the look.

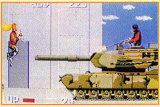
This new Mega-CD game is filled with plenty of hot, side-scrolling ninja action and jamming with an exciting soundtrack, too.



Your Ninja Warriors are the most highly trained combat forces around.



This swordmaster is no match for you. Double team the bozo for victory!



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Sega CD / JVC

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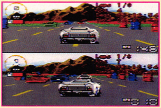
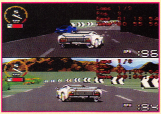
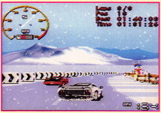
Take part in a World Tour where you will race against 16 countries, each with their own skilled drivers. Multiple options allow for infinite adjustment to the Jaguar's suspension and engine.

Two players can also race against each other or team up!

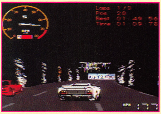




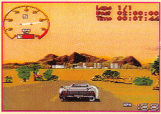
Two players can burn up the track for even more racing excitement.



Race onward through winter where the only spectators are snowmen!



Blast through this mountain cave and reach the checkpoint near the end.



Aaah, the serene desert yields an opportunity to make up for lost time!

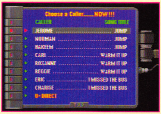
KRIS KROSS

Sega CD / Sony Imagesoft

Have you ever sat down to watch MTV or VH1 and thought to yourself "Hey, I can produce videos better than that!"? Now's your chance with the hottest stars on the music scene, Kris Kross!

Featuring the songs 'Warm It Up,' 'Jump,' and 'I Missed the Bus,' you can create your own music video using video footage stored on the CD! Begin by selecting the song and listening to the requests of the viewers. Then add special effects like slow motion, mosaic, and many others. Afterwards, you will be graded on your video creation by a panel of experts. If it's a masterpiece, you're sure to get the prize, but if it really sucks, the panel will let you know in a big way!

You can also save your videos on a VCR to show them off!



Choose a Caller......NOW !!!

CALLER ... SONG TITLE

JEROME .... JUMP

NORMAN .... JUMP

HAKEEM .... JUMP

CARL .... WARM IT UP

ROSANNE .... WARM IT UP

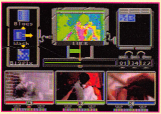
REGGIE .... WARM IT UP

ERIC .... I MISSED THE BUS

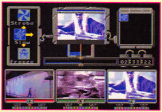
CHARISE .... I MISSED THE BUS

U-DIRECT

Choose from three of Kris Kross' top hits and design a killer video!



The upper left box has an array of effects to spice up your video!



The three monitors at the bottom let you see your three footage choices.

Sorry! If your video really sucks, the judges let you know in plain English!

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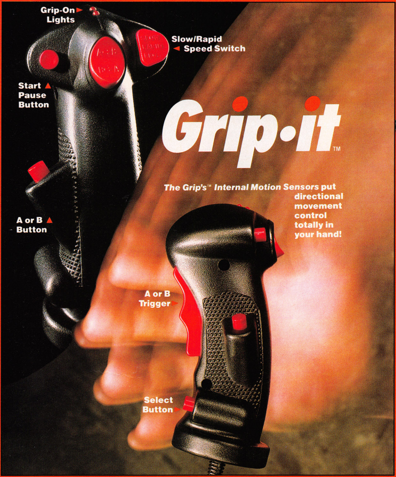
.....THE NEXT GENERATION IN GAME CONTROL™


Grip-On Lights
Slow/Rapid Speed Switch
Start Pause Button
Grip•it™
The Grip's™ Internal Motion Sensors put directional movement control totally in your hand!
A or B Button
A or B Trigger
Select Button

Your Grip-it
plays both

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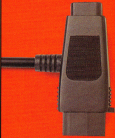

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- Flexible 12 foot cord for unencumbered movement and freedom of play.
- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

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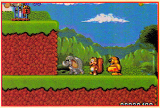
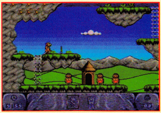
THE HUMANS
Genesis / GameTek

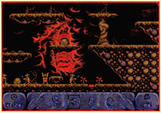
Take control of the weirdest bunch of creatures around. People! In this interactive puzzle game, you alternately control each human as you guide them up ladders and ward off flesh-eating dinosaurs!

Gather up items like spears, fire and wheels and learn to properly use them or it will spell disaster for your growing tribe. Take part in bonus games where you can rescue a trapped person for even more rewards!

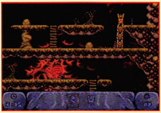




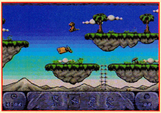
Learn to properly use the spear to fly across caverns and kill angry dinos.



To complete the levels, find a quick and easy way to reach the exit!



Team up your humans so you can reach otherwise untouchable areas.

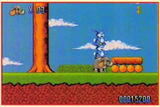


Use good timing to land on the pterodactyl and reach the end.

ROLO TO THE RESCUE
Genesis / Electronic Arts

Ever since the hunters appeared, Rolo's forest buddies have been disappearing from their homes. Rolo the Elephant has mustered up the courage to stop the trappers and free his friends.

Take control of Rolo as he nabs the keys from the trappers and releases his friends from cages so they can join him in freeing the other creatures. Each of your friends has special abilities to help you. This one looks like a kid's game but has loads of technique.



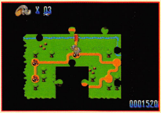
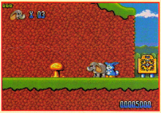
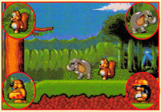


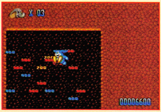
Chart your progress on the map. Footprints reveal the beaten stages.



Finding mushrooms along the way will warp Rolo to various bonus rooms.



Once Rolo rescues an animal from its cage, it will help Rolo in his quest!



Here it is! Most of the bonus rooms contain tons of extra points.

Menu: Genesis: Red; Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear: Yellow; Japanese Game Gear: Green; Master System: Cyan

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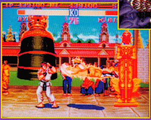

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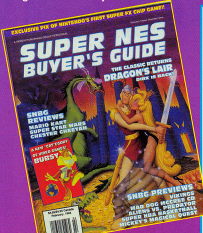
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SNES8

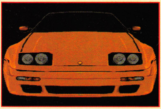
LOTUS TURBO CHALLENGE

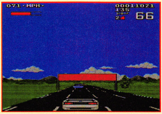
Genesis / Electronic Arts

Experience the thrills of Lotus racing at its finest with Lotus Turbo Challenge! Eight levels of pure racing excitement await the drivers of an Esprit Turbo SE and the Elan SE convertible.

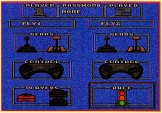
In this one or two-player racing simulation, you will careen through snow-ridden lands, night driving, foggy weather, and interstate weaving!

Keep the race going with a menu of options and passwords to continue at key locations!

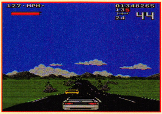



071 · MPH ·
00011021
135
24
66

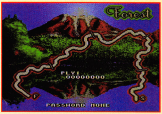
The welcome sight of a checkpoint. Miss these and you're through!


PLAYER 1
PASSWORD
NONE
PLAYER 2
PLY1
PLY2
GEARS
GEARS
CONTROL
CONTROL
PLAYERS
RACE

Choose your transmission and controller setup in this option menu.


127 · MPH ·
01348265
135
24
44

Fly along the straightaways but watch out for slow moving drivers.


Forest
PLY1
00000000
F
S
PASSWORD NONE

Plot your course on the map and study the location of each checkpoint.

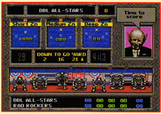
MUTANT LEAGUE FOOTBALL

Genesis / Electronic Arts

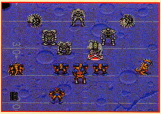
Get ready for football like you've never seen it! Mutant League Football is a new version of the sport at its mutated best! MLF is set up similar to the John Madden series of games, so game play will be easy to pick up.

Some new techniques include a rolling-ball move where you zip around at twice the speed and knock your opponent to the ground! Have fun as you bash the mutated beasts off the field and win one for the Gipper!

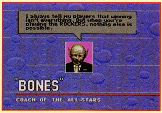
DBL ALL-STARS
RAD ROCKERS


DBL ALL-STARS
0
Time to score
Short Zn
Medium Zn
Deep Zn
28
DOWN TO GO YARD
2 16 21
4:13
DBL ALL-STARS
RAD ROCKERS

Get helpful advice from your coach as you choose your plays in this menu.



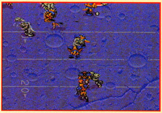
This is a rough bunch! Football takes on a whole new meaning in this cart.



I always tell my players that winning isn't everything. But when you're playing the ROCKERS, nothing else is possible.

"BONES"
COACH OF THE ALL-STARS

Your coach is an experienced player and can give good tips on winning.



Bash and smash 'em up! Roll up into a ball for extra speed and strength.

REVIEW CREW • COMING ATTRACTIONS • MEGA TRICKS
INTERNATIONAL • MEGA STRATEGIES

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

MEGA PLAY
SEGA GENESIS
MEGA CD-ROM
THE TERMINATOR
MEGA PREVIEWS!
SPECIAL TIPS AND SECRETS!
BULLS vs
NBA
SONIC 2
TEENAGE MUTANT NINJA TURTLES
BATMAN RETURNS
MASTER GOLDEN AXE PLUS MANY, MANY MORE!

Finally, a magazine made exclusively for owners of the Sega Master System, Game Gear, Sega CD and Genesis! Introducing Sega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!

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- * READ HONEST, HARD HITTING GAME REVIEWS FROM SEVERAL PLAYERS.
- * GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, MASTER SYSTEM AND GAME GEAR CARTS.
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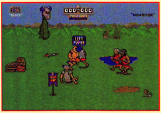
F0137

JERRY GLANVILLE'S PIGSKIN FOOTBRAWL

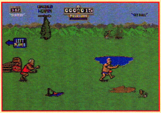
Genesis / Razorsoft

You are the captain of muscle-bound goons who can use every nasty tactic in the book to win at this all new version of football!

Play the game on all sorts of kooky fields like a grassyard filled with ponds and trees, and even a castle filled with the latest in torturing devices! Find spears and axes and stab your opponents in the back to get them out of the game... for good!



Using swords and hatchets can really liven up an ordinary game of football!



Hazards are everywhere! Axes and arrows pose constant threats.

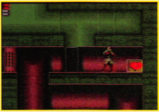
SHINOBI 2

Game Gear / Sega

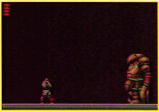
The valiant hero, Joe Musashi, is back to take on the forces of the Silent Fury. This rival group has stolen the four sacred crystals and hid them in not-so-convenient locations around the world.

Joe has learned new techniques that allow him to warp to the beginning of the stage when the going gets tough.

Pick up power-ups to keep your health in top condition.



It's rough out there! Keep finding the power-ups to keep your energy up.



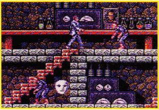
The Building Boss separates into five pieces and flies around to attack!

VAMPIRE: MASTER OF DARKNESS

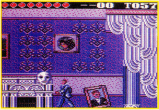
Game Gear / Sega

Journey on a vampire hunt through Europe in this exciting action game! Seek and destroy the infamous Jack the Ripper in Old London before you ultimately face Count Dracula in the mysterious land of Transylvania.

Utilize swords, battle axes, pistols, bombs, and wooden stakes as you travel through five rounds and 13 challenging stages of blood-sucking fun!



Sega has put great attention to detail in this original game.



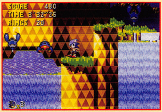
Visit musty old mansions in search of clues to locate Count Dracula!

Okay all you Hedgehog lovers, CD Sonic the Hedgehog is nearing completion and we have the scoop on how our hero will fare in the sequel to end all sequels!

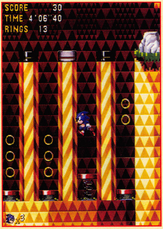
From the title screen, you can choose to play a new game or play in the all new Time Attack mode which is a unique game, complete with excellent cinema displays before and after!

The regular game plays just like the previous versions except that the lands have all been redesigned and there are a couple of new worlds thrown in as well. More attention to detail has been emphasized on Sonic's animation and the enemy movements.

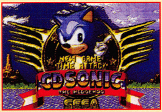
Of course, the main objective is stop Dr. Robotnik (yes, again) who plans to imprison his buddies!

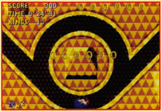

SCORE 480
TIME 3'32"25
RINGS 20

All new enemies await out hero through the redesigned levels!


SCORE 30
TIME 4'06"40
RINGS 13

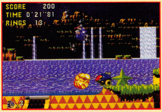
The new levels have even more to interact with. Bounce your way out!


NEW GAME
TIME ATTACK
CD SONIC
THE HEDGEHOG
SEGA


SCORE 300
TIME 0'24"31
RINGS 13

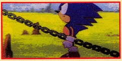
Get thrown for a loop as you whip through this cavern at high speeds.

SCORE 0
TIME 0'09"56
RINGS


SCORE 200
TIME 0'21"81
RINGS 13

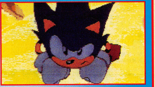
Even more detail has been put into the water effects and smooth scrolling.

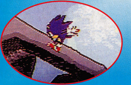
CD SONIC THE HEDGEHOG



Fantastic Cinema Displays!

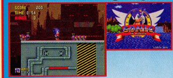
If you like cinema displays, then Sonic has got you covered! Witness these and many others as you watch the intro when Sonic passes through a time warp!





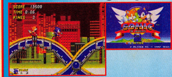
The Evolution of SONIC THE HEDGEHOG

Sonic The Hedgehog


SCORE 200
TIME 0:54
SONIC

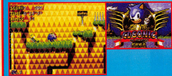
Sonic was an absolute hit when this dude came to the screens. His super speed was unmatched and set the stage for many future action games to come!

Sonic The Hedgehog 2


SCORE 19500
TIME 0:06
RINGS 3
SONIC

A new friend named Tails joined Sonic on his second quest to stop Dr. Robotnik! This version featured even more levels and greater speed!

CD Sonic The Hedgehog


CD SONIC
SEGA

Welcome to the Next Level? You'd better believe it! This all new adventure puts Sonic in new worlds and has cinema displays and time warps, too!

WELCOME TO THE NEXT LEVEL™
SCORE: 000
LEVEL: 1-4
LIFE: 8
SHIELD: 0
POWER

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Put

An interview with Terry Banks, Tester/Sega Menacer.™

a shooting

How is the Menacer any different from other video shooting controllers?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game.

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl™. You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.

SEGA™

ECCO
COPYRIGHT SEGA OF AMERICA
DEVELOPED BY NOVOTRADE

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ADVENTURE
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	27
% COMPLETE	100%

OPTIONS

There are no additional options or configurations in Ecco. Its strong point is the password feature, which allows you to return to a level without starting the game over.

ORIGINS

This is truly a unique game that really has no predecessors. Instead of all the fast-paced hyped games, Ecco requires strategy, thinking, patience and exploration. It's an underwater adventure like none before.

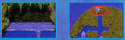
MEGA REVIEW

91%

This is one of my favorite Genesis games because it breaks new ground in gaming. There are lots of techniques and the game play is very thought provoking. The game controls extremely well and you really feel like you're the dolphin. The only negative point is the cart gets kind of repetitive after long periods of play.

- Martin Alessi

ECCO THE DOLPHIN



The key to your survival is to keep your energy and air level well stocked. For air, search for underground cavern pockets and regain energy from friendly clams and pods.

MASTER YOUR DOLPHIN ABILITIES

SONAR – A

Ecco's sonar is set to communicate with other life-forms and pick up special sounds from the glyphs. The sonar can be held to return the wave and show a map of the immediate area. It can even be used to push small crystals away.

DASH – B

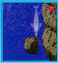
By pressing the B button you will perform a speeding dash that can destroy enemies. This technique is also used to feed.

SWIM – C

Hit C to swim faster or repeatedly press C to build up more speed. With enough speed, you can jump.

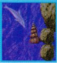
BE SURE TO LEARN THESE ADVANCED AQUATIC TECHNIQUES!

BLOCKADE



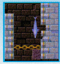
Follow the rocks to block the raging currents.

SHELL PUSH



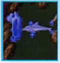
Push the shell to get rid of the huge boulders.

BREAK



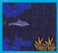
Certain obstacle can't be broken unless you use a heavy block.

PROTECTION

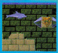


Later glyphs give you a limited shield. Learn to use them wisely.

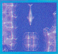
There are many more dangers in the ocean.



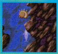
These long spikes bar your way.



Blocks hurt you but can be broken.



Ice blocks can crush you.



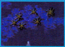
Spiked shells will pin you.

AQUATIC ALLIES AND ENEMIES

DOLPHIN

Gives friendly advice.

STARFISH



Can be used to break rocks.

JELLYFISH

Usually travel in groups.

ANEMONE

It will track you endlessly.

PUFFER

Swim in large numbers.

K. WHALE

Has some valuable clues.

POD

Bubbles give extra life.

SHARK

Many kinds and real tough.

SEA VINE

Tries to hold and drown you.

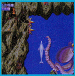
SEA HORSE

Avoid it or get bombarded.

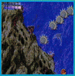
BIG BLUE-Your biggest and wisest friend has a useful bit of information.

TROPICAL

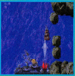
This first level gives you plenty of opportunity to explore. Practice your swimming and darting techniques and learn the methods of other sea life.



Swim slowly past this guy.



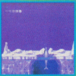
Pop the shells to remove them.



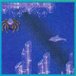
Use the shell to gain passage.

ICE WORLD

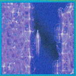
There are very few air spots and lots of large ice blocks that can squash you. Find the breathing holes and slide across the ice to find other areas.



Swim against the current to exit.



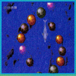
Watch out for tough crabs!



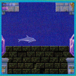
Don't get pinned by ice blocks.

ATLANTIS

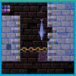
The Asterite will tell you what needs to be done. It will send you back in time to ancient Atlantis. With this info will you be able to find your pod?



The Asterite will tell the story.



Check the library for clues!



Master advanced maneuvers.

GENESIS

STORY

Figuring out the story is part of the game. As Ecco you have been separated from your Pod. You must search for it by traveling through the ocean and back in time to ancient Atlantis, trying to learn the truth.

GRAPHICS

MARTIN 90%

HOWARD 96%

Graphics are as beautiful and colorful as a sea scape or sunrise. Crisp colors line the ocean floor.

AUDIO

MARTIN 82%

HOWARD 85%

Sea songs, dolphin calls and other sound effects emanate from the sea in a pleasant but average way.

CONTROL

MARTIN 92%

HOWARD 88%

There are a few jumps and techniques to master but they are designed to be challenging.

GAME PLAY

MARTIN 93%

HOWARD 95%

Many techniques and puzzles are presented throughout to keep the challenge and interest high.

MEGA REVIEW

95%

This is a very unique game that has a new idea for challenge rather than killing and blowing things up. Some of the missions can get repetitive, but the password feature lets you start and end as you please. This is not just for animal lovers, there is plenty of challenge and technique for all types of players.

- Howard Grossman

GENESIS
MEGA FILE

SONIC
THE HEDGEHOG
2
1 PLAYER
2 PLAYER VS
© 1992 SEGA

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	12
% COMPLETE	100%

OPTIONS

Unlike the first version, there can be a two player simultaneous game. You can also race through the courses in a competition mode that is done using resolution compression.

ORIGINS

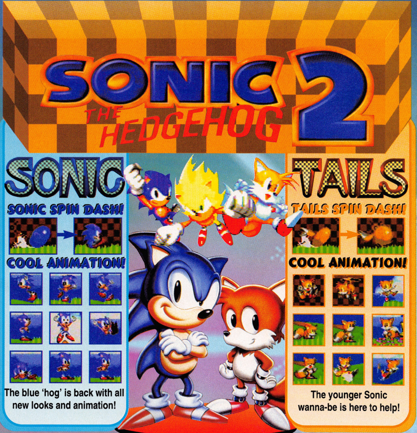
Obviously, this cart is a sequel to the original version. A lot of the play mechanics have stayed the same as in the first game. The bonus round is also reminiscent of Stun Runner, and the last level is very close to the air fortress in Strider.

MEGA REVIEW

Sonic 2 is a good sequel. The graphics have more detail in the backgrounds and characters. The game play is great and Tails is a cool alternative to Sonic as the main character. Overall the game has a lot to offer, but seems more straightforward than the first. I wasn't impressed by the first-person rounds.

- Martin Alessi

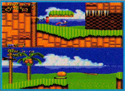
89%


SONIC THE HEDGEHOG 2
SONIC
SONIC SPIN DASH!
COOL ANIMATION!
TAILS
TAILS SPIN DASH!
COOL ANIMATION!

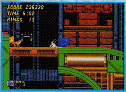
The blue 'hog' is back with all new looks and animation!

The younger Sonic wanna-be is here to help!

SIMULTANEOUS TWO PLAYER ACTION!

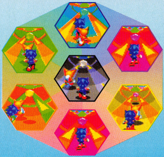


There are two ways that you can play this incredible cart. You can race a friend in the competitive split-screen mode, or play the game with the main screen and both heroes!

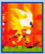

SCORE 236330
TIME 5:02
RINGS 13
SONIC

THE POWER OF THE CHAOS EMERALDS!

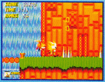
As in the previous versions of Sonic, there are chances to obtain chaos emeralds. However, in this one, they will not only provide a different ending to the game, but also change you into Super Sonic! Now it's time to rock 'n' roll!



SUPER SONIC!

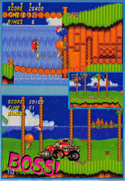


Get 50 rings for a blast!



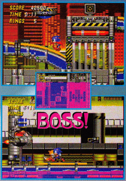
LEVELS UPON LEVELS OF TOTAL ENJOYMENT!

EMERALD HILL ZONE



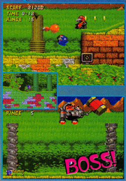
Cork-screw loops and other events await you here!

CHEMICAL PLANT ZONE



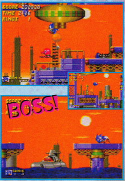
Make sure you don't get dunked in chemicals!

AQUATIC RUIN ZONE



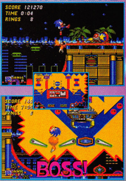
The newest rendition of the Labyrinth Zone!

OIL OCEAN ZONE



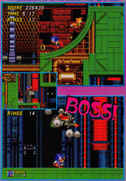
Slip and slide your way through an oil factory!

CASINO NIGHT ZONE



Hit the slots and rack up rings in this pinball level!

METROPOLIS ZONE

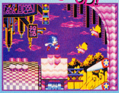


Flipping cage tubes and giant nuts will help you here!

There are still three more zones to go! The Mystic Cave, The Hill Top, and the Wing Fortress along with the Death Egg!

WHERE ELSE CAN YOU FIND SONIC MANIA?

SONIC CD!



The first pic of this hot action CD! Dynamite!

Sonic mania is just about everywhere, and don't think that it will end with Genesis! The Game Gear version is hot and in the stores now! Not only that, but check out the first picture of the upcoming Sonic CD! With games like these, Sonic mania is here to stay!

SONIC 2 GG!

SONIC THE HEDGEHOG 2
TM
© 1992 SEGA

The portable scene rocks with high speed action!

GENESIS

STORY

Robotnik is back! And Sonic is hot on his trail, and this time he has a friend with him - Miles (Tails) Prower. There are twelve grueling levels to get through, and seven bonus stages to beat! Can you defeat the Doc?

GRAPHICS

MARTIN	90%
HOWARD	88%

Graphically there is a noticeable difference since the first Sonic. But the split screen is hard on the eyes.

AUDIO

MARTIN	83%
HOWARD	85%

Much of the music will sound familiar and there are new tracks for each level. Boss music repeats itself.

CONTROL

MARTIN	92%
HOWARD	90%

The control has slightly improved, but remains the same. The interaction is very accurate and quick.

GAME PLAY

MARTIN	94%
HOWARD	95%

The addition of Tails and a 2-player mode is a welcome feature. The spin dash is also a nice change.

MEGA REVIEW

90%

The addition of Tails is a great asset to the game. The split screen is a bit shaky but the Tails and Sonic combinations leave plenty of options. All the moves and playability of the first cart are here, but the levels seem somewhat less packed with enemies. There are tons of tricks and hidden coves to find.

- Howard Grossman

GENESIS
MEGA FILE

FLASH BACK
START
PASSWORD
OPTIONS
DEMO

PUBLISHER	U.S. GOLD
AVAILABLE	FEBRUARY
THEME	ACT/ADV
MEGABITS	12
PLAYERS	1
DIFFICULTY	HARD
LEVELS	6
% COMPLETE	90%

OPTIONS

In the options, you can choose from a variety of joystick configurations, difficulty levels (easy, normal, expert), a sound test and the text language.

ORIGINS

If you've played games like Prince of Persia and Out of This World, you know where Flashback comes from. The animation of the character is virtually identical to these games but with a lot smoother control than in these previous versions.

MEGA REVIEW

Wow! This is the best looking, best playing cart that I've seen in a long time. The graphics are phenomenal and the animation is so fluid you may think you're playing a Sega CD game. The music and sounds are topnotch. The game play is filled with puzzles and lots of strategy as well as intense action.

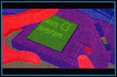
- Martin Alessi

94%

FLASHBACK

CINEMA DISPLAYS!

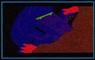
Slowly, the rays from the regenerator re-implant the memories in Conrad's brain.

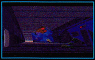


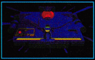
A spy... Throw the wretch into the dungeons.

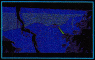
If you are a big fan of cinema displays, then Flashback has got you covered! After every important job is done, a spectacular cinema display unfolds to reveal even more!

From the beginning to the very end, Flashback is a game loaded with great animation sequences!





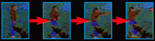




UNREAL ANIMATION!

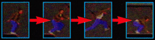
Animation plays a big role in Flashback! Just by looking at the frames, you can see just how detailed and lifelike the animations are. It's a sight to behold!

DRAW AND SHOOT



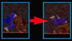
Where would a game be if you didn't have your trusty pistol?

JUMPING

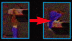


In most cases, you will need to leap across gaps or onto high ledges!

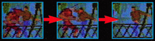
ROLLING



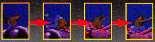
CLIMBING



PISTOL WHIP

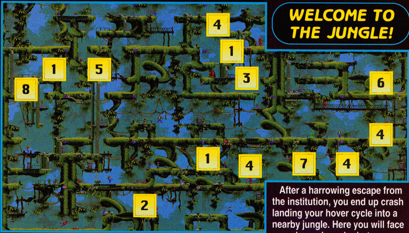


LEARN SOME COMBOS!



Drawing your gun while coming out of a roll is a helpful combo to learn!

WELCOME TO THE JUNGLE!



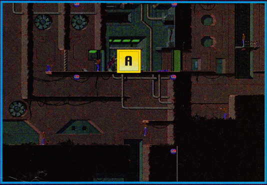
1) Pick up these stones to help distract the guards.
2) The old man is all the way down here. Find him quickly!
3) Get the cartridge here!
4) Credits are hidden here.
5) The holocube can help you learn more about yourself.
6) The I.D. Card is a definite must find.
7) The key can really help out.
8) Give this to the old man.

After a harrowing escape from the institution, you end up crash landing your hover cycle into a nearby jungle. Here you will face armed guards and robots.

Seek out an old man who can help you escape this land using an antigravity belt that he will gladly sell for a mere 200 credits! He also warns you of future dangers that may show up!

A FRIEND AWAITS YOU!

Your main goal in Asia is to locate Ian. He is the only one who can restore your memory. Once you sit in the chair, you can feel your life returning and you can now prepare yourself for even harder journeys. Ride the subway through the dark tunnels to reach the various locations in Asia. However, once you get your work permit and get a job, you must pick up a parcel in Asia and give it to another person in Africa.



Your buddy Ian is located at the spot marked with an 'A'. He will restore your memory and prepare you for more challenging missions such as destroying an evil brain and heart. You can even enter a game show to win big credits!

SURVIVAL TOOLS!

It's a tough world out there and you're going to need all the help you can get! By locating these items, you can greatly increase your chances of surviving this hostile alien world!

STONE
Attract the guards attention with these.

ANTIGRAV BELT
Use this to safely leap down to the base.

CARTRIDGE
Insert this cartridge to create a bridge.

CREDITS
Find the credits to help out in tough situations.

HOLOCUBE
Use it to find out why you are here.

I.D. CARD
When doors get tough, slip 'em this card.

KEY
If the card doesn't work, this key will.

TELECONTROLLER
A wounded man needs this handy device.

GENESIS

STORY

After escaping from an institution, you have crash landed in a jungle with no idea of who you are or why you're here. Now you must seek out your identity while avoiding all sorts of nasty traps set up by the guards.

GRAPHICS

MARTIN	94%	The graphics are beautifully detailed and complimented with near perfect animation. Who needs CD-ROM?
HOWARD	92%	

AUDIO

MARTIN	89%	The music is very well done and fits the mood of the various locations of the game. Turn up the stereo!
HOWARD	85%	

CONTROL

MARTIN	92%	A little awkward at first, but once you're used to it, it becomes second nature and feels almost natural.
HOWARD	88%	

GAME PLAY

MARTIN	95%	Perfection at its best! Conrad responds to every movement with very precise and accurate control.
HOWARD	92%	

MEGA REVIEW

92%

This new type of playable cinema quality graphics is incredible. The game's animation is so fluid you'd swear you were watching a movie. There is also a cool musical score to follow the great graphics. This game will challenge both mind and reflexes with action and strategy galore!

- Howard Grossman

The Revenge of
SHINOBI
© 1992 SEGA

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	75%

OPTIONS

There are tons of options in this game from lives, difficulty, and continues to controlling various setups. Several audio choices include music, sound effects and voice.

ORIGINS

This being the third game of Shinobi many of the wall bouncing, fighting, and ninja magic should have a familiar feel. Several techniques like jumping are similar to other games like Ninja Gaiden and Strider where the skills first appeared.

MEGA REVIEW

85%

Being a fan of Revenge of Shinobi and Shadow Dancer, I enjoyed Shinobi 3 a great deal. The graphics are very good, though not as impressive as R.O.S. The music is above average and the voices are OK. I like the game play a lot, and there are a lot of techniques to master. Great bosses add to the fun.

- Martin Alessi

SHINOBI III

MASTER THE MOVES OF NINJUTSU

CLIMB Go hand over hand.

SPIN Fire somersaults.

SLASH L1 Swipe of the sword.

STAR L1 A chinese star.

JUMP KICK Fly at enemies.

RUN N CUT Running attack.

SLASH L2 Level 2 sword cut.

STAR L2 Flaming star.

IMPORTANT ICONS

MAGIC SCROLL
Increases one ninja magic.

HEART/LIFE
Boosts life by one bar.

POWER-UP
Increases all weapon power.

10 MORE STARS
Adds 10 more shurikens.

20 MORE STARS
Adds 20 more shurikens.

THE POWER OF ELEMENTAL MAGIC!

忍

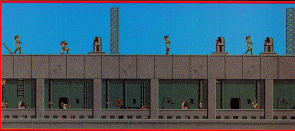
KARIU
A powerful circle of fireballs.

FUSHIN
Grants a wind-like jumping height.

HAKURIU
Rains a storm of ice shards.

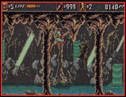
MIJIN
Causes an earthly explosion.

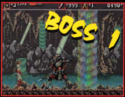
IKAZUCHI
Electrical shield of invincibility.



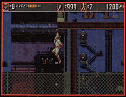
ROUND 1 THE CAVERNS

Filled with cliffs and rocky terrain, you must master jumping skills and learn to climb hand over hand to avoid holes. Your main enemies are tigers and other ninjas. Kill the big warriors using your sword.


Stay on top to avoid hidden pitfalls and ravenous tigers.

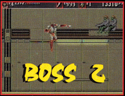


Kill this Samurai warrior by close hand-to-hand.

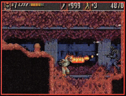

On the streets, climb to the top, ducking enemy fire.

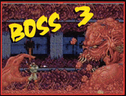
ROUND 2 SKYSCRAPER

As you work your way along the perimeter of the building you'll have to learn to jump, bounce off a wall and jump again. Climb platforms and master your jumping to quickly pass this level.



Jump to the same height to beat this flying lizard.

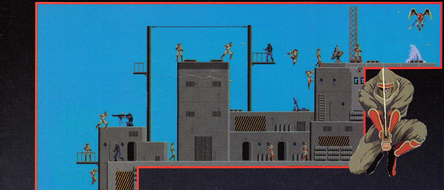

Traverse the narrow living halls while dodging ninja fire.



This heinous monster must be hit head-on to kill it.

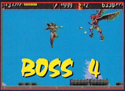
ROUND 3 BIOFACTORY

Race through the living corridors of a biological factory. These passageways are small but the challenges aren't difficult. Battle to the bottom where the huge boss of living flesh awaits.



ROUND 4 BATTLESHIP

You will have to deal with a multitude of ninjas with heavy artillery throughout the ship. Destroy the huge battle cruiser that supplies the Neo-Zeed's empire of evil.



Jump at him and fire to clip this birdman's wings.

STORY

After Joe Musashi defeated the Neo-Zeed terrorists, he vowed to never fight again. With the resurge of the Neo-Ghost and his crime organization, he is forced to take sword in hand and strike down this evil.

GRAPHICS

MARTIN 82%	Graphics are a bit dark but add to the overall ninja mystique. Colorful and creative, they fit the game well.
HOWARD 87%	

AUDIO

MARTIN 72%	Accompanying the game are realisitic sound effects and a fast-paced musical score that get the action going.
HOWARD 80%	

CONTROL

MARTIN 77%	Control is responsive and is more demanding than average action games. May be tricky to master.
HOWARD 75%	

GAME PLAY

MARTIN 90%	There are many key techniques to master like wall bouncing and running attacks but it lacks power-ups.
HOWARD 88%	

MEGA REVIEW

83%

Like its Shinobi predecessors, this game features many interesting moves and techniques that enhance the action. However, the control may be a bit frustrating at times and somewhat taxing on the thumb. Graphics and sounds add to the total ninja mystic effect and make it a game worth mastering.

- Howard Grossman

GENESIS
MEGA FILE

STREETS OF RAGE 2
PRESS START BUTTON
© 1992 SEGA
MUSIC © YUZO KOSHIRO

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	16
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

There are several options such as four players to choose from, four difficulty levels, a two player duel or two player simultaneous, along with numerous other options.

ORIGINS

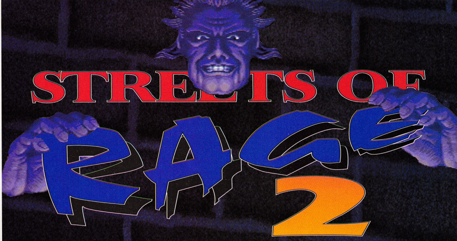
As a sequel to the first Streets of Rage, this game has a similar fighting style with a few new twists. Two of the original characters and two new faces mix old with new to add some variety. Moves still have a similar execution and feel.

MEGA REVIEW

84%

This is definitely one of the best games in this genre for the Genesis. The graphics are very good and the animation superb. The music is complex and upbeat, and the sound effects are great. The moves are simple and there are enough techniques to keep it from getting repetitive. A solid cart.

- Martin Alessi



LEVEL 1- BAR BRAWL

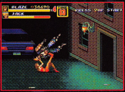
You start off level 1 in the streets fighting thugs. The mid boss here is a knife-toting punk. After slicing him up, work your way through the bar to a good old-fashioned alley fight.

LEVEL 2- BRIDGE

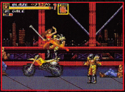
It's a brawl on the bridge as crazy cycle driving thugs attempt to make you a road kill. On this level try to stay in the air to avoid any bombs and unfriendly motorists.

LEVEL 3- ALL ABOARD

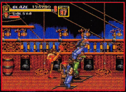
Fight aboard the pirate ship where the mates are armed to the teeth with knives and daggers. Then battle through the misty swamp to take on a bunch of mutant monsters.



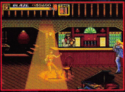
He likes to play with knives, especially in your direction.



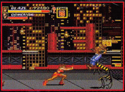
Jump kick the reckless motorcycle-riding maniacs.



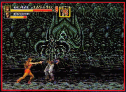
Kick these clowns as you move across the pirate ship.



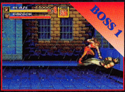
This country gal is a thug in disguise, watch her whip.



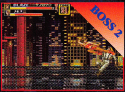
Break the barricades for power-ups and money.



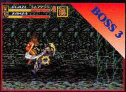
Punch this mid boss in the head to take it out.



Watch out for his knives. He is deadly from a distance.



Jump kick this boss out of the air to send him down fast.



Use your power moves to handle this furious boss.

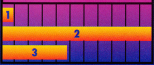
AXEL

FLAME PUNCH
Press special for a high power single hit.

HURRICANE PUNCH
Push forward and press special to get a fury of fists.

CHARGE UPPERCUT
Forward twice and press attack to sock 'em hard.

DAMAGE METER



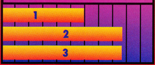
BLAZE

SLICE KICK
Press special to spin back with a slicing somersault.

FIRE BALL
Push forward and press special to shoot a fireball.

JACK KNIFE
Forward twice and hit attack to spin forward and cut.

DAMAGE METER



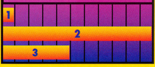
SKATE

HELICOPTER
Press special for a back spinning attack.

SPINNING SPEAR
Push forward and press special to drill your enemy.

CANNON BALL
Forward twice and press attack to roll at your foes.

DAMAGE METER



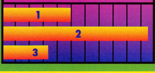
MAX

HAMMER SPIN
Press special for a front and rear spin attack.

SHOULDER DASH
Push forward and press special to charge at foes.

SLIDING TRIP
Forward twice and press attack for a low slide.

DAMAGE METER



NOTE: The Damage Meter is an indication of damage inflicted by each move. The meter's limit is measured with the maximum being half damage or half energy loss.

WEAPONS AND POWER-UPS

SWORD

1/3 Damage

PIPE

1/4 Damage

DAGGER

1/7 Damage

KNIFE

1/5 Damage

1 UP

Extra life

APPLE

1/3 Energy

CHICKEN

Full energy

GENESIS

STORY

The crime syndicate under the direction of Mr. X gets its revenge by kidnapping Adam from SOR. Axle and Blaze joined by newcomers Max and Skate set out to rescue Adam and rid the city of Mr. X.

GRAPHICS

MARTIN 88%	Plenty of background scenery and items show off the eight levels and multitude of characters.
HOWARD 85%	

AUDIO

MARTIN 81%	Bass kicks out the soundtrack as high strung music and sound effects are pumped through the game.
HOWARD 77%	

CONTROL

MARTIN 83%	Control is precise and allows for good execution of required moves along with all special attacks.
HOWARD 88%	

GAME PLAY

MARTIN 78%	There are plenty of throws, moves, and special attacks along with a variety of weapons to use.
HOWARD 75%	

MEGA REVIEW

80%

This is a solid action fighter with a good variety of moves and weapons. However, I found that the special moves gave you too much strength and made the game too easy. Less power and more technique would have made it more challenging. Still, it's a solid two player game.

- Howard Grossman

CHAKAN
The Forever Man
PRESS START
© SEGA OF AMERICA

PUBLISHER	SEGA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	8
% COMPLETE	100%

OPTIONS

There are three different difficulty levels: practice, easy and hard. The practice level will only let you play a partial game. The other option is a controller configuration.

ORIGINS

This game is based on the comic book Chakan the Forever man. It all started when the author drew a cool character and created the story based on the rugged Clint Eastwood look. It went from a simple comic to a full-blown game.

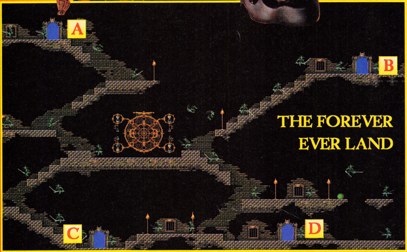
MEGA REVIEW

87%

This is one of the most original games that I've seen on the Genesis. The plot is really interesting and the game has a new play technique. At first the control is weird, but once you are comfortable the game plays very well. Look for tons of power-ups and options through the game. The music could be improved.

- Martin Alessi

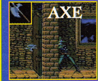
CHAKAN



THE FOREVER EVER LAND

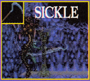
DEADLY & USEFUL WEAPONS

Each weapon is found in the first area of each dimension.



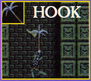
AXE

PORTAL: A
The axe is required to cut through doors.



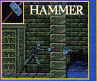
SICKLE

PORTAL: B
Cut through light barriers with the sickle.



HOOK

PORTAL: C
Use the hook to swing and climb on walls.



HAMMER

PORTAL: D
The hammer is used to break walls apart.

STUDY YOUR SPELLBOOK ALCHEMY

INVISIBILITY

Invisible to damage.

SLOW MO.

Slows time and foes.

RED FLAME

Shoot balls of flame.

SUPER JUMP

Double your jump skill.

LIGHTNING

Fry your enemies.

EXPLOSION

Kill all on screen.

INVINCIBILITY

Phase from any harm.

ELECTRICITY

Zap any enemies.

BLUE FLAME

Shoot balls of ice.

ENERGY

Restore energy.

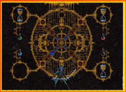
WARP

Transport out of level.

TIME FLOW

Reverse time flow.

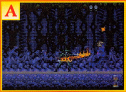
MILESTONES ON THE WAY TO DEATH!



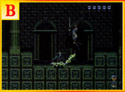
As you progress through the game the wheel in the center of the map will keep track of your status. Each time you play, the portals will take you to different lands. There isn't any specific order that you must complete the levels and the game is a little different each time that you play. Some levels are far more difficult than others. You may want to power-up in the easier levels before attempting to conquer the harder ones.

BOSSES AND PROGRESS

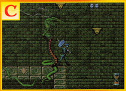
These are the first four bosses of evil. They are indicated by the larger orbs on the wheel above. Each corresponds to a portal on the map. As you play through each level, Chakan acquires new weapons that he can use against the bosses. If you fail to complete a level in a certain amount of time, you will lose your weapon and be sent back to the beginning of the level. After defeating the first four bosses, four more levels will appear and you'll get to fight four more bosses.



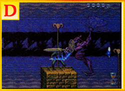
Spider Queen - She has many attacks and is fast.



Elkenrod - A former healer turned evil.



Mantis - Watch out for his menacing claws.



Dragon Fly -Don't let its dive attack push you off.

SPECIALTIES IN THE FOREVER EVER LAND!

Throughout the game you will encounter many mysteries. The various lands are filled with puzzles and you must perform certain actions to get passed some obstacles. There are lots of secret passages in the walls. Look for important rooms and shortcuts in all the walls. In some of the dungeons there are prisoners. Don't help them get out or they will try to attack you. Use your magic to pass the toughest section of the game with ease.

GENESIS

STORY

Chakan is a powerful priest with both magic and a sword. In a fit of greed he challenges death to a duel with the prize being immortality. Little did he know that his long life was to be lived in pain without rest.

GRAPHICS

MARTIN 85%

HOWARD 92%

Graphics are beautifully morbid with gruesome detail and sullen colors. A dark and dreary delight!

AUDIO

MARTIN 75%

HOWARD 83%

Since the game deals with death, it has a slow tone, sort of eerie but with a mysterious up tempo.

CONTROL

MARTIN 77%

HOWARD 80%

The controls take some time to master but really add to the game with advanced spins and double jumps.

GAME PLAY

MARTIN 89%

HOWARD 92%

With the crucial use of spells and weapons, there is plenty of game play to master and keep you busy.

MEGA REVIEW

90%

Here is a unique theme and story where you actually try to die. You may run out of time and have to redo a level but there is no worry of continues. The are many different sections to complete and it can be very challenging. Its dark graphics and sounds create a new look that is a refreshing change of pace.

-Howard Grossman

GENESIS
MEGA FILE

BATTLETOADS

1 PLAYER
2 PLAYERS

COPYRIGHT 1991 RARE LTD.
LICENSED TO TRADEWEST
BY RARE COIN-IT INC
LICENSED BY SEGA ENTERPRISES LTD.

PUBLISHER	TRADEWEST
AVAILABLE	SPRING
THEME	ACTION
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	HARD
LEVELS	12
% COMPLETE	95%

OPTIONS

No options are available at the title screen except for the choice of 1 or 2 players. You can continue, but if one player dies in the two-player mode, both start over.

ORIGINS

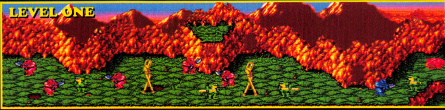
This game seems to be an amphibian spinoff of T.M.N.T. The game is your basic punch-and-kick with a few fresh twists. It is a 16-Bit revamp of the successful 8-Bit Nintendo cart with little added or taken away.

MEGA REVIEW

83%

I like Battletoads a lot. The game is almost identical to the NES version. The graphics are a bit disappointing and are not that big of an improvement over the 8-Bit. The sound is good, but not spectacular. Game play is where this cart really shines. Great two-player fun and 12 levels of toad-al challenge.

- Martin Alessi


LEVEL ONE

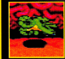
TOADALLY TOUGH TECHNIQUES!!!

BIG FIST

Rapidly press attack and you'll finish the enemy off with a big punch.

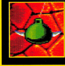
BIG BOOT

Sometimes you'll finish off an enemy with a huge boot to the head!



HEAD RAM

Press right or left twice and hit attack. If the enemy is weak, you'll ram him.



WRECKER

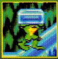
Hold against the wall and you can launch yourself like a wrecking ball.

BIG CLUB

Destroy the walking robot and you can use his legs as weapons.

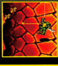
SWORD

If you beat the bird, a sword will appear. Grab it and hack away.



THROW

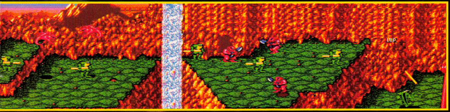
You can throw enemies, rocks and other items to survive.

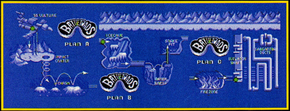


EAT FLIES

Now and then flies will pass overhead. Catch them with your tongue.

BATTLETOADS™

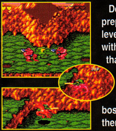




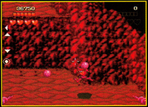
MISSION MAP

As you progress from level to level, a map helps you keep track of where you are. This is only part of the huge world that you must complete.

LEVEL 1- RAGNAROK'S CANYON

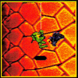


Descend from the S.S. Vulture and prepare for your first adventure. This level has everything from robots with stilts for legs to a wild dragon that you can hop on and ride. There are a few large jumps you must make, and a 1-up is located in the air after the last ledge before the boss area. Pick up rocks and throw them at the boss to defeat it.



BOSS ONE

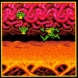
LEVEL 2- WOOKIE HOLE



1000
2500
5000
7500

As you descend into the crater, try to collect the sword after killing one of the crows. After you get the sword, collect 1-ups by continually hitting them with the sword. Use the wrecking ball to survive.

LEVEL 3- TURBO TUNNEL



Inside the tunnel, space invaders will come and try to carry off your life bars . Smash the little buggers and then knock the life bars back into place. Later in the level, you will get to ride a hovercraft and make huge leaps over the pits below. This section is extremely intense and requires split second reflexes.

LEVEL 4- ARCTIC ZONE

While in the Arctic Zone, be especially wary of the assorted traps. Be very careful of the snowmen who throw snowballs at you! Hit them with your own snowballs to do them in! The ice is very slippery, so be careful of dangerous spikes.

LEVEL 5- WATER RAPIDS

This is another extremely intense level. You must avoid whirlpools and floating logs while jumping over the huge canyons on your super surfboard. At the end of the level, you get to fight the next boss in the game.

GENESIS

STORY

Princess Angelica and super cool Toad Pimple were out cruising the galaxy and were kidnapped by the Dark Queen. Now it's up to Zitz and Rash to rescue their buddies from the clutches of the evil wench.

GRAPHICS

MARTIN 74%
HOWARD 70%

The graphics feature parallax scrolling in the backgrounds. Lots of animation for the main dudes.

AUDIO

MARTIN 70%
HOWARD 65%

The background music is taken right from the 8-Bit with new instruments and better sound effects.

CONTROL

MARTIN 82%
HOWARD 85%

The movement is very precise in most levels and you can control the special moves rather easily.

GAME PLAY

MARTIN 89%
HOWARD 87%

The game play is filled with over 20 techniques and lots of different situations. Two player mode is a blast.

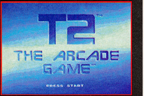
MEGA REVIEW

80%

This is almost an identical version of the 8-Bit NES version. The only problem is there is really nothing new. The original Battletoads was an incredible game and this one is equally as good, however, it's sort of a letdown considering the power of the Genesis. Yet, there is still plenty of toad action.

- Howard Grossman

MEGA FILE


T2
THE ARCADE GAME
PRESS START

PUBLISHER	ARENA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	4
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	100%

OPTIONS

Besides the control pad, players can also use the Menacer gun for accuracy and realism. You'll feel as if you're actually in the field of battle against the T-800's.

ORIGINS

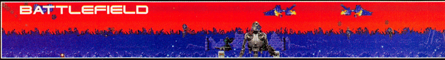
This game has the same feel as the classic arcade game Operation Wolf. Fans of the combat shooter will find it easy to get into the game and start blasting away at the T-800's programmed to kill the future resistance leader John Connor.

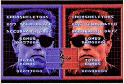
MEGA REVIEW

I was looking forward to this cart, and am sad to say that it is a bit disappointing. The graphics are OK, but I was expecting a little more detail in the backgrounds and explosions. The game play is repetitive and there are only a few cool scenes that make up for it. The Menacer just isn't precise enough yet.

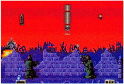
- Martin Alessi

73%

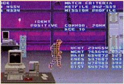

BATTLEFIELD


ENDOSKELETONS
097 TERMINATED
ACCURACY: 050%
BONUS
0037000
TOTAL BONUS
00037000
ENDOSKELETONS
080 TERMINATED
ACCURACY: 041%
BONUS
0080000
TOTAL BONUS
00080000

After each level, performance stats go over all your kills!



Be quick to hit the bombs thrown at you!


MATCH CRITERIA
NETFILE 342-559
MISSION PROFILE
IDENT
POSITIVE
CONNOR, JOHN
AGE 10
HGHT 234654
WGHT 765648
HAIR 654872 529
EYES 537687 543
GEND 478983 398
DIST 545769 555

Identify John Connor and destroy the terrible T-1000!

RESISTANCE ARTILLERY

ARTILLERY BOX	Hit it for weapons	COIN	Extra continue
POINTS	Bonus points	COOLANT	High efficiency rifle
GUIDED MISSILE	Homing weapon	RAPID FIRE	Increased firing rate
SHIELD	Reduce damage	SHOTGUN	Use to kill T-1000
PULSE RIFLE	Double firepower	SMART BOMB	Destroys all enemies

T2™
THE ARCADE GAME™

CYBERDYNE SYSTEMS
800 SERIES
MODEL 101
SYSTEM ACTIVATED

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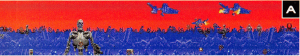
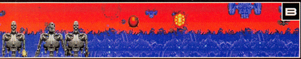
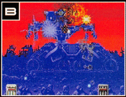


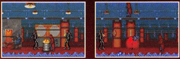




Eliminate the Hunter Killer boss by destroying the head, torso, arm, and cannons!

MORE DANGERS TO FACE!

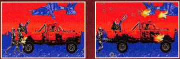
RESISTANCE HIDEOUT



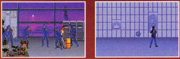
Terminator units will infiltrate the hideout. Watch out for humans as you shoot!

TRIP TO SKYNET

Lots of Aerial HKs and T-800s will try to stop you from reaching the Skynet complex!



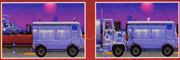
CYBERDYNE SYSTEMS



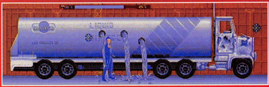
Destroy the data in the Cyberdyne building, then snatch the chip and T-800 arm!

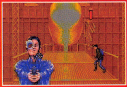
LOS ANGELES FREEWAY

Shoot down and prevent the T-1000 from ramming into the van on the freeway!



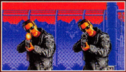
FINAL SHOWDOWN AT THE STEEL MILL



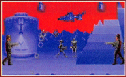


Freeze the T-1000 with liquid nitrogen from the tank, then finish him off by blasting him with the steel-collecting shotgun shells. If you miss too many times, J. Connor will die!

SKYNET



The shoot-out gets heavy. Tough it out to make it...



... all the way to the super defense computer, Skynet!

Get through the 3 level defense of the Skynet system and the war will be half over. On to the present!

HASTA LA VISTA, BABY!

Many T-800 terminators will sneak right up to your face, determined to put an end to the Resistance. So let them have it by blowing away the skin tissue off their endoskeleton frame.

STORY

Evil T-800 terminator units have been sent from the future to kill John Connor, the man destined to lead the resistance against the machines. Your job is to destroy all potential threats to his life!

GRAPHICS

MARTIN 75%
HOWARD 89%

If you've played the arcade game, then you'll be amazed at how close the graphics are to the coin-op!

AUDIO

MARTIN 72%
HOWARD 69%

Digitized voices accompany the awesome sound effects with bass-pounding, apocalyptic explosions!

CONTROL

MARTIN 68%
HOWARD 65%

Control with the pad isn't as easy as the Mencacer, so it will take getting used to. Gets easier with time.

GAME PLAY

MARTIN 66%
HOWARD 73%

Power-ups a plenty for devastating results. Don't get too greedy or you'll get burned!

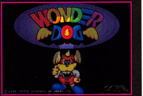
MEGA REVIEW

74%

This coin op. translation has retained the look but not the feel of the game. The control even with the Menacer is slow to react or seems to wander off its mark. The graphics look cool but the power-ups and weapons should be displayed on the screen to have a big impact. A bit tricky to play but a fun blaster.

- Howard Grossman

SEGA CD
MEGA FILE



PUBLISHER	JVC
AVAILABLE	NOW
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	9
% COMPLETE	100%

OPTIONS

Three main options are available. They include a controller setup, music and sound effects. There is a password feature to let you continue at each completed level.

ORIGINS

A bit like Mario in its jumping and sliding techniques with a bit of the Adventure Island's feel. It's one of the first games to use a canine hero from outer space. The story line is similar to Superman's escape from his home planet to Earth.

MEGA REVIEW

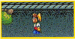
81%

Wonder Dog is one of the first Sega CDs that I really enjoyed playing. The game play is very good, and borrows certain elements from Sonic and Mario. The graphics are colorful and bright and a touch of humor keeps things fun. The cinema displays are impressive and are a taste of things to come from CD-ROM.

- Martin Alessi

COOL FEATURES

Invisible Ledges



Paths lead to hidden areas.

Bonus Rooms

Find tons of gems and power-ups.

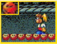
Energy Display

FULL
HALF
LOW

Cute new energy meter.

PICK UP THESE PUPPY POWER-UPS

SMILEY



Shows all invisibles.

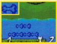
WINGS

Regain all life force.

TORNADO

Invincible to traps & foes.

BONE



Bonus at end of level.

1UP

Regain all three lives.

GEMS

Massive point boost.

COOL CANINE MOVES & ANIMATIONS

THUMBS UP

End of level animation.

WAIT

Resting animation.

CROUCH

Duck under rocks.

FLOAT

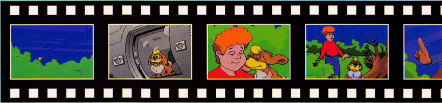
Temporary hover ability.

SHOOT

Bounce stars at enemies.

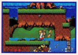
DRILL

Cut into soft ground.

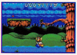


BUNNYHOP MEADOW

LEVEL 1-1

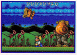

The hidden path is an extra level.

LEVEL 1-2

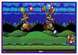

You need jumping skill in the trees.

Take on rabid rabbits, crack pot ducks and mangy mutts as you begin your journey back to your home planet K-9. There are hidden paths you can take to find special items and power-ups. The mid boss will launch its head at you. Avoid and attack with stars. The boss of this level is very simple to defeat.

MID BOSS 1

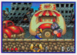

Watch the head, go for the body.

BOSS 1

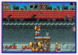

Pop the balloons one guy at a time.

DOGSVILLE

LEVEL 2-1

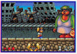

Boxers take many hits to K.O.

LEVEL 2-2

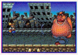

Grab the invincibility and run!

Look out for alley cats springing out of trash cans and car trunks. Also beware of the tough and tenacious Boxers! There are plenty of hidden power-ups on this level. If you get the invincibility icon, run for it. Try to gain as much ground as possible before it wears off. The mid boss and the boss are huge!

MID BOSS 2

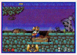

Watch her rolling pin and aim high.

BOSS 2

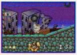

Stay clear of his smoke and shoot!

SCRAPYARD

LEVEL 3-1

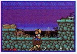

Use beds and chairs to get a lift.

LEVEL 3-2

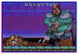

Time the tires to avoid damage.

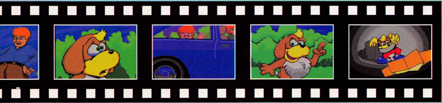
Battle through trash, alley cats and junkyard dogs as you bounce your way through the city on your way back to your people. This world has a hidden round in it. Use the drill technique to find the hidden round under the ground. The third boss is very tough and fills almost half of the screen.

LEVEL 3-3


Drill here for a special round.

BOSS 3


Jump the shells, shoot as he lands.



SEGA CD

STORY

When his home planet Kinus is overrun by bulldogs, a puppy escapes and is sent to Earth. This canine soon finds out that he is just an ordinary dog on Earth and that his powers must be used to save his home planet.

GRAPHICS

MARTIN 85%	The graphics are filled with cartoon colors. Many wacky levels abound on this journey home.
HOWARD 90%	

AUDIO

MARTIN 82%	CD sounds are strewn throughout the game as would be expected. Plenty of effects and tracks.
HOWARD 85%	

CONTROL

MARTIN 88%	There are a few moves that require greater control experience but overall control is sharp and easy.
HOWARD 85%	

GAME PLAY

MARTIN 84%	Star tossing, and ear flapping are two of the techniques that keep the game play novel and fun.
HOWARD 80%	

MEGA REVIEW

83%

More than just a cute character game, there are numerous hidden bonus rooms with power-ups, points, and lives. As an added bonus, there is even a hidden level that can only be reached by drilling in the right spot. Full of CD sounds and colors, this game has a lot to offer. Advanced players may find it easy.

- Howard Grossman

MEGA FILE

ALIEN³
Start
Configure

PUBLISHER	ARENA
AVAILABLE	NOW
THEME	ACTION
MEGABITS	2
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	15
% COMPLETE	100%

OPTIONS

Not too many game options are available in this version. The only configurablilty is audio. Music and sound effects are the only real options from the start-up screen.

ORIGINS

A classic style action game with shooting and jumping techniques vaguely related to the Contra series. The key element of prisoner rescue missions on a time limit closely corresponds to the concept of Alien Syndrome.

MEGA REVIEW

One of the most impressive GG carts I've seen. The graphics are good for a tiny screen and detailed cinema displays are presented throughout the game. The sound is a bit weak, but still OK for an 8-Bit portable. The game play is great and proves to be very tough, if not unfair at times. Cool power-ups, too!

- Martin Alessi

78%

ALIEN ICONS

MACHINE GUN CLIP
Reload your machine gun to the max with 199 shots.

MULTI POWER-UP
Supplies 10 flame cans and 10 shotgun shells.

SHOTGUN SHELLS
Pick this up for 10 more powerful shotgun shells.

BATTERY BACKUP
This will recharge your scanner with 100 more units.

HEALTH RESTORE
If you take too much damage, get this 20 point health bonus.

DEADLY DAMAGE

ALIEN ATTACK
Any alien encounter will rob you of 15 points of health.

FREE FALLING
A far fall will cost you 5 points of damage, so be careful.

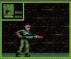
FACE HUGGER
It will attach itself, sucking 1 point of damage until removed.

HIDING ALIEN
These pop out of walls and ceilings for 5 points of damage.

PIT OF DEATH
This pit may have a bottom, but to touch it means certain death!

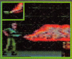
WEAPONS & TOOLS OF SURVIVAL

MACHINE GUN



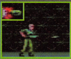
Takes 4 shots to kill the aliens.

FLAME THROWER



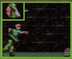
Can create continuous flame.

SHOTGUN



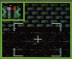
Kills aliens in a single shot

GRENADE



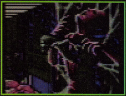
Toss these in tricky spots.

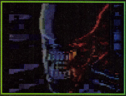
ALIEN SCANNER



Shows where the aliens hide.

GRUESOME CINEMAS





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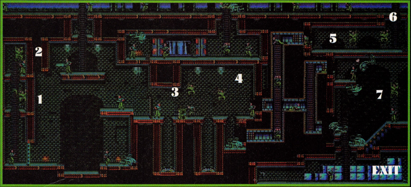
ALIEN 3



LEVEL 1

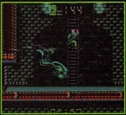
On the first level stock up on weapons. You'll need all the firepower you can get for later levels. This is also a good place to practice your moves.

STRATEGY

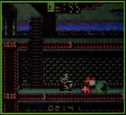
The idea of each level is to find each hostage as efficiently as possible. That means do as little backtracking as possible. For the first level, follow the numbers on the map above to find the most efficient path to collect the 7 prisoners in under three minutes. There is also some extra power-ups at location A if you need them.

LEVEL 2

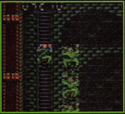
This level introduces the two new enemies, the chest-bursting face hugger and the wall-popping aliens. There are 6 prisoners to rescue in four minutes and it can be challenging if you don't plan your path wisely.



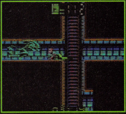
Watch out for falling aliens that catch you by surprise.



Duck down and shoot out the pods before the aliens hatch.



Sometimes you must jump to pick up the hostages.



The aliens may hide in pipes; approach them straight on.

LEVEL 3

The mission this time is to get 11 prisoners in only four minutes. There is only the Alien to challenge you, but it is much faster and more aggressive. There are also tons of pits and tricky jumps, so stay calm and go ballistic!

GAME GEAR

STORY

Loosely related to the movie of the same name, the game stars Ripley as the bald-battling alien killer. She must search the planet for prisoners and free them before time runs out, all the while fighting the Aliens.

GRAPHICS

MARTIN 78%

HOWARD 70%

Graphics are a bit blurry and weak but for a portable they are relatively good. Alien effects line each level.

AUDIO

MARTIN 71%

HOWARD 65%

The music and the sound effects are decent but can become monotonous. Still,it adds to the alien effect.

CONTROL

MARTIN 74%

HOWARD 67%

Control is precise and accurate enough to make it fun and interesting to play. Jumping takes some skill.

GAME PLAY

MARTIN 83%

HOWARD 77%

Game play is boosted by the multitude of weapons and the use of the alien scanner.

MEGA REVIEW

69%

This is one of the better Game Gear games. The levels can be challenging both by time limits and traps. There is also a variety of weapons with different range, power and uses. The status display bar is a nice feature that shows the current state of ammo, hostages, health, etc. Get psyched to fight the xeno-pests!

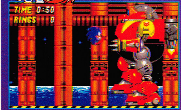
- Howard Grossman

GAME OVER!

SONIC THE HEDGEHOG 2

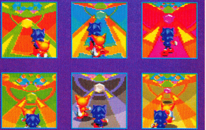
SONIC AND ROBOTNIK MEET AGAIN!

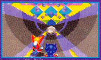
Sega's fast little critter is back to fight his old adversary Doctor Robotnik! This time the doc has a few new surprises, like the Mecha-Sonic and the nearly indestructible Death Egg, up his sleeve to end Sonic's life. Both Sonic and Tails have their own ending and for the ultimate challenge, try for the golden Super Sonic ending!



Robotnik's Death Egg has a rather simple pattern. First follow Robotnik to his creation. He will start to walk toward you, but keep away from him until he jumps. He will then start targeting you. Lead his target to the far right side, and when he lands, hit him! Run to the far left side, and wait until he jumps again. Keep up this pattern, and in tens hits, he'll croak!

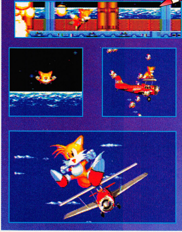
This is the target. It shows where Robotnik lands.



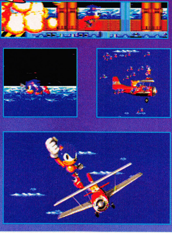


COLLECT ALL SEVEN CHAOS EMERALDS

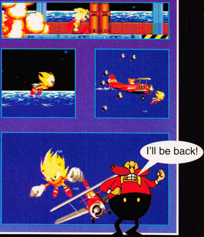
TAILS' ENDING



SONIC'S ENDING



SUPER SONIC'S ENDING



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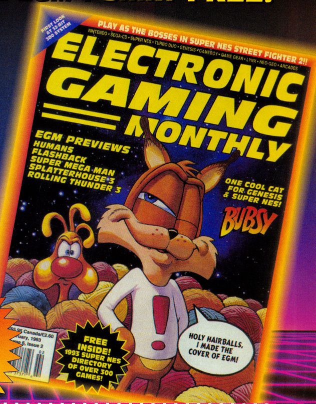
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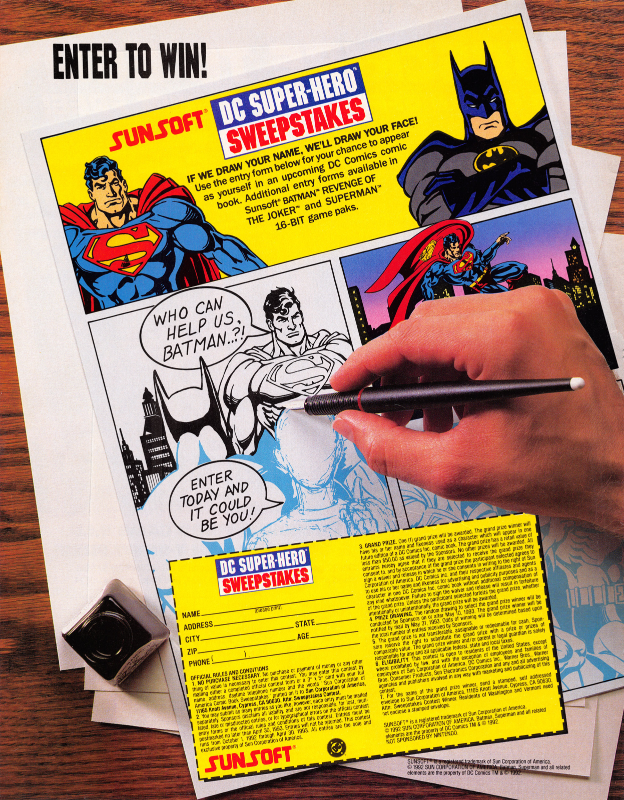
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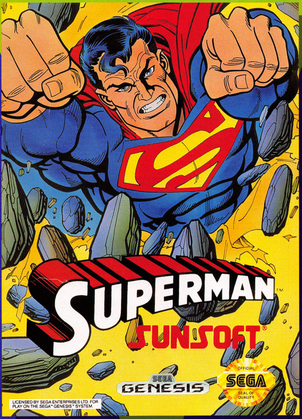

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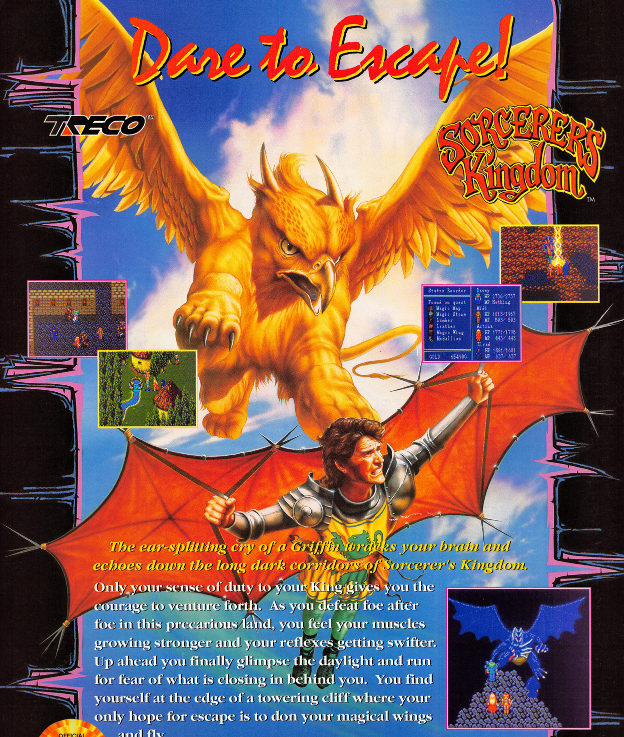

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